

The Battle of STALINGRAD

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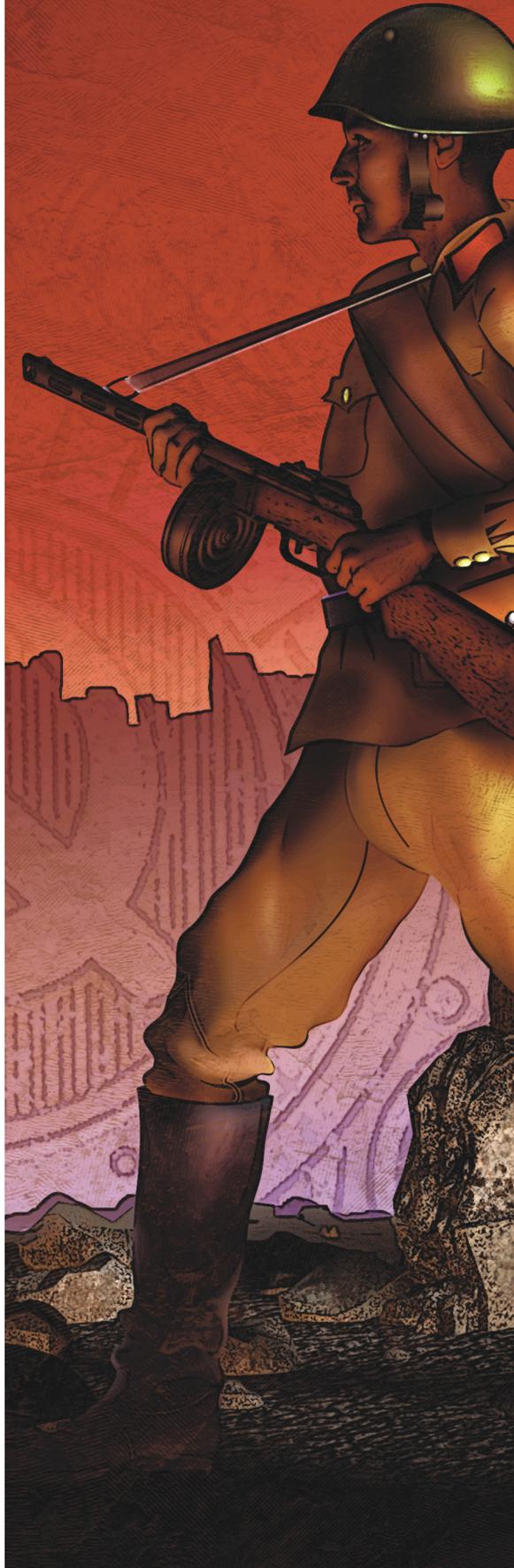
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HOW THIS BOOK IS ORGANIZED

This rulebook is structured to introduce concepts following the game's sequence of play. They are written in a format known as the Case System. This approach divides the rules into Modules, each dealing with an important aspect of play. Modules are numbered sequentially and possess a title. Each Module is divided into Sections, dealing with major sub-topics within the Module. These are also numbered sequentially. Finally, the majority of each Section consists of Cases: the specific, detailed rules that govern play. Their sequential numbering follows a logical progression based upon the Module and Section of which the Cases are a part. Look to these numbers to determine where a Case is located in the rules.

3.1.4

The fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. Try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We don't recommend attempting to learn the rules word-for-word. We've written these rules to be as comprehensive as possible—but they are not designed to be memorized. Taking in the rules as you play along is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses in 2.0) if you have an idea on how we can communicate better with you.

1.0 INTRODUCTION

If we do not stop retreating, we shall be left without bread, without fuel, without metal, without raw materials, without factories, without railways.
—Stavka Order No. 227, July 28, 1942

The Battle of Stalingrad is a two-player game about the military drama that unfolded in southern Russia during the last half of 1942, culminating with the surrender of the German Sixth Army at Stalingrad on February 2, 1943. One player takes on the role of the collective Axis theatre commanders, chafing under the Führer's directives and orders embodied in the game's victory conditions. His opponent takes on the role of their Soviet counterparts, struggling to turn the tide after a year of catastrophic losses, fortunate enough to have a commander (Stalin) who allows more operational freedom, but who does not tolerate defeat.

1.0.1 Game Scale Each hexagon on the map is about 33 miles/55 kilometers from east to west. Each turn represents one-half of a month. The typical combat units on the map are Soviet Armies, Axis minor allied Armies and German Corps. Each corps or army may have one or several assets attached to it. An asset can vary from ad hoc groupings to brigades to divisions to Soviet tank corps. There are two game turns per month.

2.0 GAME COMPONENTS

Your copy of *The Battle of Stalingrad* should contain the following components:

- One 11" x 17" mounted mapsheet depicting the terrain the battle was fought over
- One set of 216 die-cut $\frac{9}{16}$ " playing pieces
- Six 8.5" x 11" double-sided cardstock sheets printed with the displays and tracks necessary to play the game
- This rulebook
- Two six-sided dice used to resolve combat and other factors for which performance will vary

If any of these parts are missing or damaged, write to:

Turning Point Simulations

PO Box 165

Southeastern PA 19399-0165 USA

Attn: *The Battle of Stalingrad*

Or e-mail us at: admin@turningpointssimulations.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or e-mail: gamesupport@turningpointssimulations.com

Phrase your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent.

2.1 THE GAME MAP The map represents the area of southern Russia where the campaign took place. The map is overlaid with a grid of hexagons—hexes—that are used to regulate movement of pieces. The hexes facilitate positioning and movement of the playing pieces. A hex is also individually designated with a four-digit number which is used in set-up. The lines delimiting a hex are called "hex sides." Rivers flow along hex sides, with the exception of some major city hexes where they flow through those city hexes (denoted with river crossing symbols).

2.1.1 Map Features Various types of terrain and certain features are denoted on the game map, and are defined and their effects explained on the Terrain Effects Chart. These terrain types include features such as: Clear, Cities, and Rivers. The area of darker hexes, including Voronezh (hex 0115) and Rostov (hex 1112), on the western portion of the map, is called the "Axis Logistical Zone" (ALZ). It affects Axis movement (Section 7.3) and the Don victory conditions (Case 10.2.2).

2.1.2 Caucasus Boxes To the bottom-right side of the map a group of interconnected boxes represent the wide Caucasus isthmus—a significant prize in the Axis strategy. A Caucasus box is a named entity, e.g. "Kalmykia." Each Caucasus box has one or more square slots for unit placement. *There are three unit slots—one Axis and two Soviet—in Kalmykia.*

2.1.3 Front Edges Along the map edges there are four different colored edges. Three of these are named after the various Soviet army group commands called "Fronts." Each such Front edge has a corresponding off-map Front holding box on the Soviet general display sheet. Soviet combat units may move from a Front holding box via the matching Front edge onto the map, and from the map into the off-map Front holding box, subject to the movement rules (Module 8.0). Please note that the Southwest and Voronezh Front (SVF) does not stretch all the way west to Voronezh, but only to hex 0112. Though the Trans-Caucasus Front (TCF) is visually split into two parts, it functions as a single Front holding box, bordering on three of the Caucasus boxes (Batumi, Dagestan and Baku). Axis reinforcements enter the map via the Axis Supply Edge.

2.2 THE PLAYING PIECES The cardboard playing pieces (or counters) in the game should be carefully separated before trying to play. The pieces are of different types depending on the information that appears on each. In general the counters represent the combat units (armies, army detachments and corps) and combat assets (divisions, brigades and other formations), as well as markers that regulate the statuses and actions in the game.

2.2.1 The Two Sides “Axis” is a collective term for the alliance of forces arrayed against the Soviet Union (USSR) in the Great Patriotic War (1941-45). The overwhelmingly dominant partner in the Axis alliance was Germany, and the term “German” will be used when referring to German forces only. When referring collectively to non-German Axis forces (Romanian, Magyar/Hungarian, and Italian), “Axis minor” will be used. For an Axis unit, all other Axis units are friendly, and all Soviet units are considered to be the enemy. For a Soviet unit, all other Soviet units are friendly, and all Axis units are considered to be the enemy. The Axis units and assets come in shades of light grey, and the Soviet units and assets are colored in shades of tan or brown. Combat **units** have basic NATO symbol rectangles on the counters, while combat **assets** have icons (pictures) on them. Only combat units (and markers, as needed) are ever placed on the map, or (by the Soviet player) in off-map Front holding boxes. Combat assets are assigned to combat units by being placed on the appropriate slots on the unit strength display sheets.

2.2.2 Combat Units Combat units have basic NATO symbol rectangles on the counters. The front side of a combat unit is used when a unit is in supply and shows its full abilities. A unit is flipped over to its reverse side when it becomes unsupplied (Module 5.0) and this reverse side shows a stripe across the middle and the unit’s now-reduced movement numbers.

Unit Type Symbols are printed in the center of the counter indicate what kind of Combat Unit the counter represents.

Unit ID The historical unit number of the formation.

Formation Size On a unit counter, **XXXX** denotes an army, (**XXXX**) an army detachment, and **XXX** a corps. *Historically, a German corps was about the equivalent of a Soviet army, making direct comparisons based on this notation difficult.*

Tactical Movement Factor Printed in the lower left part of the counter is the maximum number of hexes that a unit can move in the proximity of the enemy (Section 7.2).

Strategic Movement Factor Printed in the lower right part of the counter is the maximum number of hexes that the unit can move if it is not going to enter a battle space (Section 7.3).

Entry Hex or Reinforcement Turn This is used to indicate the four digit hex number to place the unit in when first setting up the game, or the game turn the unit arrives.

Each German three-step panzer division asset is represented by two counters. At a given moment each existing panzer division will have one, two or three steps, but it will be represented in the game by one counter at a time: the counter that indicates the current number of steps in the division. Set aside the other counter for use as needed.

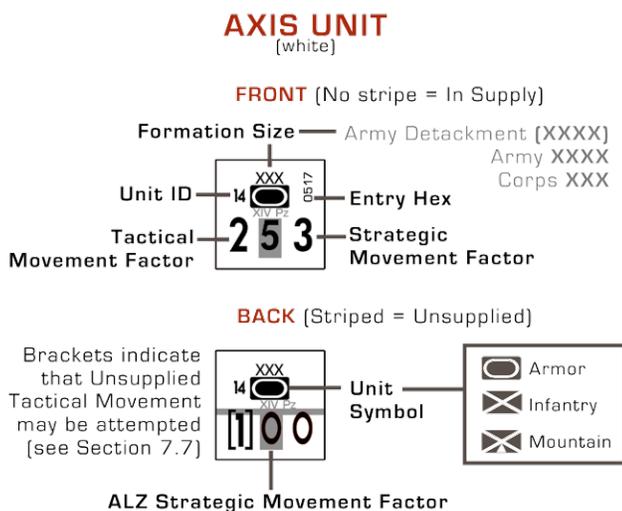
Example *The 14th Panzer Division with three steps has a combat strength of 8. Should it take a step loss due to combat, its combat strength will be reduced to 6, and should it take another step loss, that will be reduced to 3.*

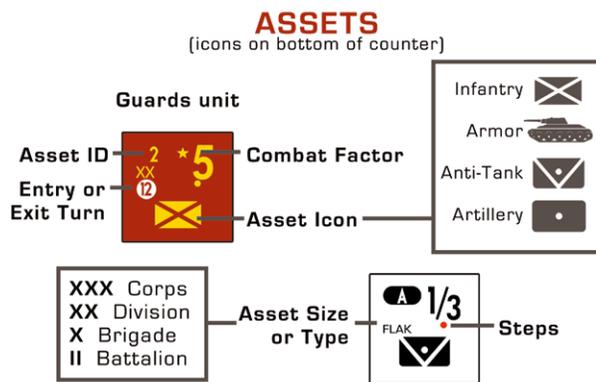
Please note that once a German panzer asset has lost its three-step (8-strength) status, it cannot be rebuilt back to its three-step level. It can only be rebuilt to its two-step level. Place its three-step counter aside for the rest of the game.

Anti-tank assets At some stage of the game a side will have one or more of the rare anti-tank assets available in the game. An anti-tank asset is assigned to a unit by being placed on the perforated-bordered slot to the far right of the unit’s strength display track. For the effect, see combat factor modifications (Section 8.1). Its mobility is also restricted (Module 7.0).

2.2.3 Combat Assets Combat Assets have icons (pictures) on them. Assets are assigned to combat units by being placed on the appropriate slots (solid, bold-bordered slot(s) to the right of a unit’s basic strength track) on the unit strength display sheets. On an asset counter, **XXX** denotes a corps, **XX** denotes a division, **X** a brigade, and **II** a battalion. An asset with a tank symbol on it is a panzer (Axis) or a tank (Soviet) asset.

Each such asset has one or more dots (“bullets”) printed on it. Each bullet counts as one **step** for combat loss (Section 8.2) purposes. An asset with more than one bullet is flipped over to its reduced side. When an asset loses its last step it is destroyed and tossed onto the dead pile. From there it may be rebuilt during the replacement phase of the owning player’s turn.





There are two sets of unit strength display sheets, two sheets per side. A unit's basic combat strength is displayed and tracked on the unit's display track on one of these sheets. Each unit track also has one or more slots for combat assets assigned to the unit. Players should, insofar as it is possible, set up and maintain these sheets out of the sight of the opponent.

Note On the Axis unit strength display sheets the corps are grouped according to their parent ("Armee") formations.

3.0 IMPORTANT CONCEPTS

Before getting on with the main body of the rules, there are several important concepts with which players should familiarize themselves. These are presented here and include key rules on Stacking, Zones of Interdiction, Control, and other matters.

2.2.4 Markers Markers are special pieces used to record various game functions, such as the number of victory points accumulated so far, the current turn of the game, compulsory attacks, Hitler Directives, etc. Markers generally contain only a symbol or notation for their use.

Only the Axis player uses the victory point and Hitler Directive (priority) markers. The compulsory combat markers, as well as the three markers showing control of the Caucasus boxes that border the hex grid, are used by both sides.

BASIC UNIT STRENGTH MARKER



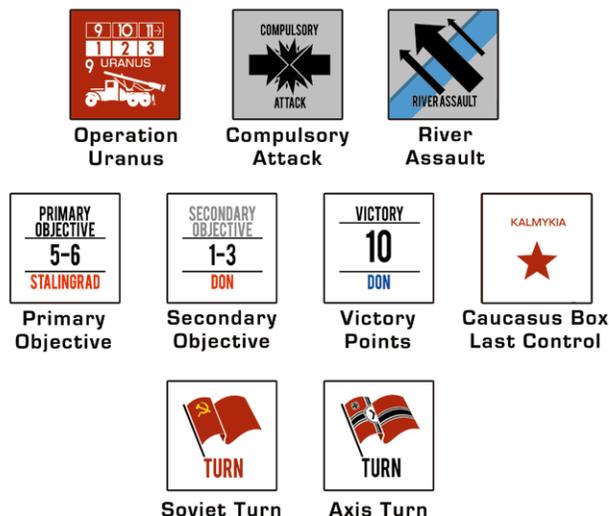
3.1 STACKING Stacking is the term used to describe when more than one unit is present in a hex or a display space.

3.1.1 Stacking on the Map Any number of units may be stacked in the same (numbered) hex at any stage of the game. There is no stacking limit for units on the hex map or in off-map Front holding boxes, with the exception of the TCF box which can hold only one unit at a time. Only a limited number of assets, as outlined by the slots on the unit strength display sheets, may be assigned to each unit. The limit depends on the specific unit.

3.1.2 Stacking in the Caucasus Boxes Each Caucasus box has a limit as to how many units from a side may be stacked there. There may be a maximum of one unit per unit slot in a Caucasus box for a given side.

Example In the Baku box there may be a maximum of one Axis unit and two Soviet units.

OTHER MARKERS



Overstacking as a result of movement is not allowed. A side may find that it exceeds the stacking limit as a result of a retreat from combat in an adjacent box—in which case overstacking will be allowed until after the player's next movement phase. Failure to comply with the stacking limit at that stage results in the removal of units (as eliminated) by the owning player until the stacking limit is restored. Overstacked units (owning player's choice) in a Caucasus box may not participate in combat—as attackers or as defenders.

Most Caucasus boxes each have a limit as to how many **Axis** assets may be assigned to Axis units in the box. This limit is the total number of assets for the box—not per unit. No corps (xxx) or division (xx) sized **Soviet** assets may be assigned to a Soviet unit in a Caucasus box. Brigade-sized assets **can** be assigned.

The only unit allowed into the Elbrus box is the German 49th (Mountain) Korps, and then only if it has no asset assigned to it.

The only unit that may enter the Kerch box is the German 42nd Korps. It starts the game in the box in an unsupplied state, and may only leave Kerch once it becomes supplied.

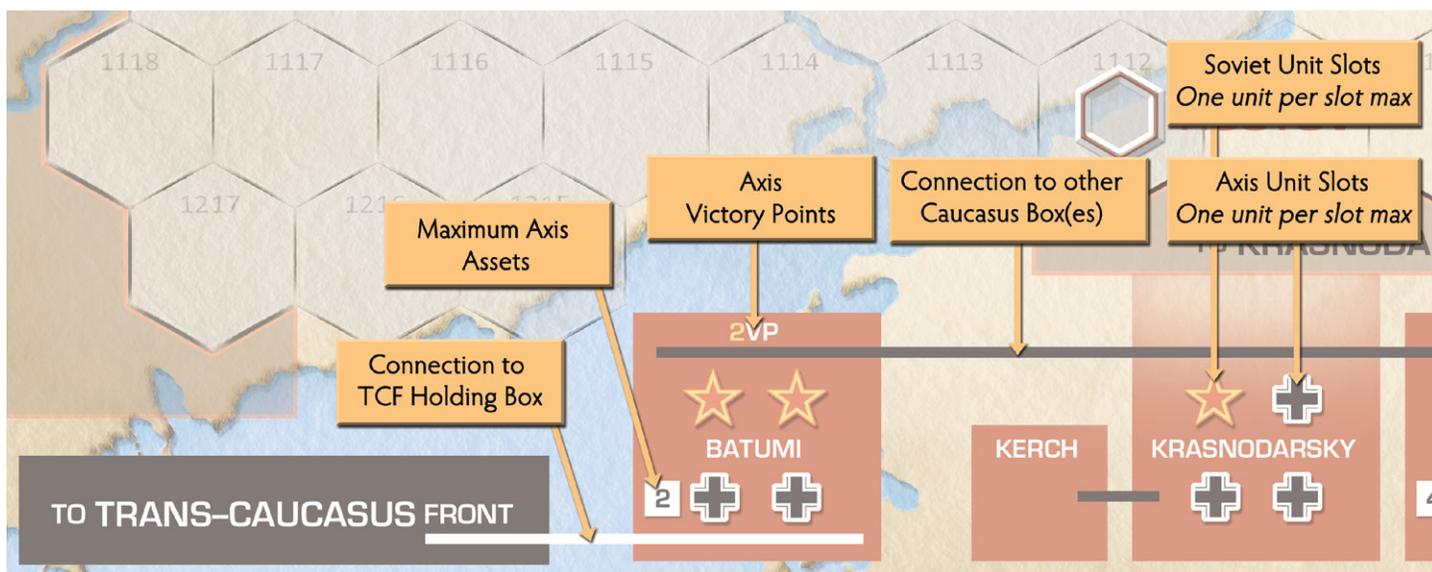
2.3 PLAYER'S AID SHEETS Various charts and tables simplify and illustrate the game and furnish results for certain game actions. These include the Turn Record Track, the Terrain Key, the Combat Results Table (CRT), and the general display sheets.

Each side has a general display sheet. The turn tracks, showing the replacement points (Module 9.0) received by each side per turn, are also on these sheets. The Axis sheet contains the victory points track (Module 10.0), and the Soviet sheet shows the off-map Front holding box. Both sheets have a reserve holding box for the respective sides.

3.2 ZONES OF INTERDICTION (ZOI) Each combat unit has a ZOI projecting from the **hex** the unit occupies into each of the adjacent, surrounding, numbered hexes, subject to the following restrictions:

- ZOI does not project into a major city hex
- ZOI does not project into or from a Caucasus box
- ZOI does not project into or from an off-map holding box
- ZOI does not extend across any river (major or minor) hex side
- A unit in a battle space does not project a ZOI

A unit in a major city hex with a river running through it does project a ZOI, unless, of course, that city hex is a battle space.



ZOI affects the tracing of supply (Section 5.1) and strategic movement (Section 8.3).

Please Note ZOI has far-reaching effects on the game. Learn and understand this rule well.

3.3 CONTROL A side is said to **control** a hex when a unit or units of that side occupy a hex during any phase of a game turn, and there is no enemy unit in the hex. That side's control over the hex remains, even when all friendly units leave the hex, and until an enemy unit enters the hex. The control over any given hex can change several times during the course of the game. The control over a Caucasus box is determined in the same way as that for a hex. However, in the case of three of these boxes, Krasnodarsky, Stavropolsky, and Kalmykia, **last control** is indicated by a marker (one side with a red star for the Soviets, and the other with a black cross for the Axis) showing which side last had exclusive control of the area. Last control of one of those three boxes shows which side has the exclusive ability to move into enemy-controlled hexes bordering the box. All Caucasus boxes start the game under Soviet control.

3.4 BATTLE SPACES When units of both sides occupy the same hex or Caucasus box, that hex or box becomes a battle space. Any numbered hex on the map may become a battle space. Any Caucasus box on the map may become a battle space. These are the only spaces in which combat may occur. The rules governing a battle space are found under movement (Section 7.9), combat (Module 8.0), and ZOI (Section 3.2).

3.5 THE FOG OF WAR Neither player is permitted to look at his opponent's off-map display sheets without the owner's permission. Per Section 2.3, these displays should be kept out of the opponent's view.

4.0 SEQUENCE OF PLAY

The Battle of Stalingrad is played in a series of game turns. Each game turn is divided into two player turns: a Soviet turn, followed by an Axis turn. Within the game turn and within each player turn there is a series of steps or phases that may only be performed in the strict sequence outlined in the player turn. Once a player has completed a phase during his turn, he may not return to that phase or any of the actions that may be performed during that phase, unless his opponent agrees that it is fair to do so.

Designer's Note The sequences of the player turns are not identical. This is intentional.

4.1 SOVIET PLAYER TURN Advance the Soviet turn marker one space along the Turn Track (or place it on "1" (July I) at the start of the game). Then the Soviet player does the following steps in order:

1. Victory Conditions Check (Section 10.1)
2. Soviet Reinforcement and Withdrawal Phase (Module 9.1)
3. Soviet Replacement Phase (Case 9.1.3)
4. Soviet Movement Phase (Module 7.0)
5. Soviet Attack (Combat) Phase (Module 8.0)
6. Operation Uranus (*Turn 9 or later*) (Section 8.4)
7. Removal of Compulsory Attack Markers

4.2 AXIS PLAYER TURN Advance the Axis turn marker one space along the Turn Track (or place it on "1" (July I) at the start of the game). Then the Axis player does the following steps in order:

1. Victory Conditions Check (Section 10.1)
2. Axis Movement Phase (Module 7.0)
3. Axis Attack (Combat) Phase (Module 8.0)
4. Axis Reinforcement and Withdrawal Phase (Section 9.2)
5. Axis Replacement Phase (Case 9.2.3)
6. Adjustment of Victory Points Tracks (Section 10.2)
7. Removal of Compulsory Attack Markers

At the end of each player turn, it is the task of the phasing player to remove all compulsory attack markers (including river assault markers) from the map.

At the end of turn 14 (January II), check the victory conditions, tally the final score (Section 10.3), and determine who gets fired or sent to the gulag.

5.0 SUPPLY

Each combat unit's supply status is evaluated at the instant it is considered during the reinforcement, replacement, and movement phases of each player turn. At that instant the unit is either supplied or unsupplied.

5.1 UNSUPPLIED EFFECTS If the unit is **unsupplied**, it:

- May, generally, not move (Module 7.0), except as the result of a retreat (Section 8.3). Some units may attempt (limited) unsupplied movement, but the penalties are harsh, and success is uncertain (Section 7.7).
- May not have assets allocated to and from it (Module 9.0).
- May not receive replacements (Module 9.0).

5.2 EVALUATING SUPPLY To be supplied, a unit has to trace a path of contiguous hexes or Caucasus boxes from the space the unit is in to a friendly supply source. Each hex or Caucasus box through which the supply line is traced cannot contain enemy units, nor may it be in an enemy ZOI (Section 4.8), unless the hex into which the enemy ZOI projects is occupied by a friendly, supplied unit. Supply can be traced to a Caucasus box containing units from both sides, but not through it to another box or hex. A unit in a battle space traces supply from the battle space, subject to the other supply evaluation restrictions, but supply may not be traced **through** a battle space by either side. Any number of units may trace supply over a given supply path. Units in off-map holding boxes are always supplied.

5.3 SUPPLY SOURCES The Axis supply source is the map edge labeled “Axis Supply Edge.”

The Soviet supply sources are any of the three Front edges: Southwest and Voronezh Fronts (SVF), Don and Stalingrad Fronts (DSF), and the Trans-Caucasus Front (TCF).

6.0 SETTING UP THE GAME

Sort the counters by type and color and choose sides. Place the matching Last Control marker, Soviet side up, in each of the three Caucasus boxes: Krasnodarsky, Stavropolsky, and Kalmykia. Place the “Edelweiss” marker in the Elbrus (Caucasus) box. Play then proceeds by following the Sequence of Play (Module 4.0).

6.1 THE HITLER DIRECTIVES The Axis player receives his Hitler Directives (victory scoring priorities, also see Case 10.3.4). He does this in secret, and only reveals the result to his Soviet opponent at the end of the game. Use the following procedure:

- Determine the primary objective by rolling one six-sided die, and comparing the result to the numbers on the three primary objective counters. The primary objective is “Don,” “Caucasus,” or “Stalingrad.” Place the primary objective counter in an opaque envelope or container with a lid, and set the other two counters aside where the Soviet player cannot see them.
- Determine the secondary objective by rolling one six-sided die, and comparing the result to the numbers on the two secondary objective counters of the same color as that of the selected primary objective counter. Place the secondary objective counter in the same opaque envelope or container as the selected primary objective counter, and set the other five secondary objective counters aside where the Soviet player cannot see them. Seal the envelope or container.
- The tertiary objective, by process of elimination, is the one that is neither the primary nor the secondary objective.

6.2 PLACING UNITS A unit with a small, four-digit hex number in the upper right corner of the counter is placed in the correspondingly numbered hex on the map.

The Soviet 37th Army, for example, is placed in hex 0814.

A Soviet unit with a three-letter code is placed in the corresponding off-map Front holding box.

The Soviet 51st Army, for example, is placed in the Trans-Caucasus Front (TCF) holding box.

The German 42nd Korps starts in the Kerch box. A unit with a one or two-digit reinforcement number is placed on the corresponding turn number on the turn track.

For example, the Italian 8th Army arrives as a reinforcement on turn 3.

The placement of the two German army detachments, Hollidt and Fretter-Pico, is event-driven. They get placed on the turn when the Soviet player launches his counter-offensive, code-named “Uranus” (Case 9.4).

6.3 BASIC UNIT STRENGTH Each unit has a basic strength track on one of the unit strength display sheets. An Axis unit’s basic strength display marker is placed on the highest value (full basic strength) slot on this track at the start of the game.

The typical German corps will have a basic strength of 6, while the typical Soviet army will have a basic strength of 5. There are, of course, several exceptions.

The Soviet player allocates 49 strength points to his 15 at-start units. He may allocate the points as he sees fit, but each unit must receive at least one strength point.

6.4 ASSETS: ASSIGNMENT AND RESTRICTIONS To the right of a unit’s basic strength track there should be at least one (solid-bordered) slot for assets. Some units have multiple asset slots. To assign an asset to a unit, place it in one of the asset slots. An asset assigned to a unit is deemed to be part of that unit, and while so assigned, moves with the unit and shares its (mis)fortunes.

The Soviet artillery asset can only be assigned to the 5th Shock Army.

All of the Axis assets start or enter the game at their full strength. Many of the German assets are 3-step panzer divisions, each such asset represented by two counters: the 3-step, full-strength division (with no back printing on the counter), and a counter showing its reduced 2-step or 1-step statuses. No more than one of these counters may be assigned at any given instant during the game. Once a German panzer asset has lost its 3-step status, it cannot regain it. It can be rebuilt to a maximum of two steps.

The **SS-Wiking** Division must be assigned to one of the units of the **1 PanzerArmee**, and must remain assigned to that army for the duration of the game. The **Grossdeutschland** Division will be withdrawn from the game during the Axis reinforcement and withdrawal phase of turn 2.

In addition to its regular asset slot(s), a unit will have a slot for one of the anti-tank assets. This is the slot with the perforated border to the far right side of the unit’s strength display track. Only the Axis side starts the game with an anti-tank asset (the 88mm formation). An anti-tank asset does not move with its parent unit. When the unit moves, the anti-tank asset is withdrawn and placed in its side’s off-map reserve box. Assets are never placed on the game map.

7.0 MOVEMENT

During the movement phase of his turn, a player may move all, some, or none of his existing units. Only the owning player may move a unit during this phase.

A unit has a tactical movement factor (the large number printed on the bottom-left side of the unit counter), and one or more strategic movement factors (the smaller number(s) printed on the bottom-right side of the counter). Each movement factor consists of one or more movement points.

A unit with a tactical movement factor of “2” has two tactical movement points.

Movement entails the transfer of a unit from the hex, Caucasus box, or holding box it currently occupies, to an adjacent hex, Caucasus box, or to a holding box off the map. The unit may do this a number of times per movement phase, each time expending at least one movement point, but the number of movement points expended may not exceed the unit's movement factor for the particular type of movement (strategic or tactical).

A unit with a strategic movement factor of 3 may be moved a "distance" of three hexes during a movement phase, subject to the strategic movement restrictions.

A unit may not move through an enemy-occupied space. A battle space (Section 3.7) is considered to be enemy-occupied.

An **anti-tank asset** never moves with its parent unit. When the unit moves, the anti-tank asset is immediately removed and placed in its side's reserve holding box. This is tantamount to a withdrawal (Module 9.0) during the movement phase.

7.1 MOVEMENT SEQUENCE

7.1.1 Movement to Leave Battle Spaces A player must first move (using tactical movement) any of his units **currently** in battle spaces that he wishes to move (Case 7.9.2). Once he starts moving a unit that does not start the phase in a battle space, he may no longer move units that are in battle spaces.

7.1.2 All Other Movement After moving all, some or none of his units from battle spaces, a player may move all of those units that did not start the movement phase in battle spaces.

7.2 TACTICAL MOVEMENT A unit using tactical movement can cross major rivers, enter and leave enemy ZOI (Section 3.2), enter or leave an existing battle space, and enter an enemy-occupied space to create a new battle space (Section 8.9). A unit uses tactical movement to enter or leave a Caucasus box. When moving into a Caucasus box, a unit must cease all further movement, even though it may still have movement points remaining.

7.3 STRATEGIC MOVEMENT A unit using strategic movement may **not**

- Cross a **major** river hex side
- Enter or leave an enemy ZOI
- Enter or leave an existing battle space
- Enter an enemy-occupied space to create a battle space
- Enter or leave a Caucasus box

A unit using strategic movement can cross a major river over a river crossing in a major city hex.

Axis units have two strategic movement factors, the use of which depends on the Axis Logistical Zone or ALZ (the darker, shaded hexes on the western portion of the map). If the unit's movement occurs entirely within the ALZ, the first and faster strategic movement factor is used. If any portion of the unit's movement—starting hex, middle hex, or ending hex—is outside of the ALZ, the second (rightmost) strategic movement factor is used.

7.4 MOVING ONTO THE MAP It costs one movement point to move from an off-map holding box or Caucasus box into a numbered hex bordering one of the map edges.

A Soviet unit may move from an off-map Front holding box onto the map via the matching Front map edge. It may continue moving on the map until it has expended all of its movement points (strategic or tactical).

An Axis unit in the Axis reserve holding box may move onto the map via the Axis Supply Edge. It may continue moving on the map until it has expended all of its movement points (strategic or tactical).

A unit in a Caucasus box bordering the hex grid may only move into an adjoining enemy-controlled hex if its side currently has "last control" (Section 4.5) of the Caucasus box from which it is moving.

Example *The Soviet player has last control over Kalmykia. A Soviet unit in Kalmykia may move to any of the hexes numbered 1102 through 1104. An Axis unit may not enter any of those hexes from Kalmykia until the Axis player achieves "last control" over the box, or gains control over one or more of the hexes in some other action.*

All movement to and from Caucasus boxes consume tactical movement. When moving into a Caucasus box, a unit must cease all further movement, though it may still have movement points remaining. The use of strategic movement is not allowed into or from a Caucasus box.

7.5 MOVING OFF THE MAP It costs one movement point to move off the map and into an off-map holding box or from the hex grid into an adjoining Caucasus box. Once there, it must cease its movement for the current movement phase. A Soviet unit may move from the map, via one of the Front map edges, into the matching off-map Front box. No Axis unit may voluntarily move off the map through any of the map edges.

7.6 SOVIET MOVEMENT BETWEEN FRONT HOLDING BOXES The Soviet player may move a unit from an off-map Front holding box to the adjoining off-map Front holding box via a connecting arrow. Moving from one holding box to the next holding box consumes all of a unit's movement points (tactical or strategic) for the current Soviet movement phase. Any number of units may be moved between the DSF and the SVF holding boxes each turn. Only one unit may be moved between the DSF and the TCF holding boxes per turn—that is one unit (total) in one direction only, not two units passing each other between the holding boxes. This limit does not include the unit that may have been placed in the TCF holding box as a reinforcement (Case 9.1.1).

7.7 MOVEMENT WHILE UNSUPPLIED When a unit becomes unsupplied (Section 5.1), its counter is flipped over to reveal its unsupplied side, which will show its reduced (mostly absent) ability to move. Unsupplied units lose their ability to use strategic movement. Some unsupplied units (mostly German) have an unsupplied tactical movement denoted as "[1]". This allows the unit to **attempt** to move, provided it conforms to the following restrictions:

- Prior to attempting the move, all assets currently attached to the unit are destroyed (abandoned)—removed to the dead-pile.
- Once no assets are attached to the unit, roll 1d6. If the result is equal to or greater than (\geq) the unit's current basic unit strength (Section 6.3), the unit may move to any adjacent hex or box that it could normally enter. It may create a battle space, with a compulsory attack to follow.

7.8 TERRAIN EFFECTS ON MOVEMENT Terrain affects movement in the following ways:

- **Major River** No strategic movement is allowed across a major river, except at a river crossing in a major city.
- **Caucasus Box** No strategic movement allowed into or from a Caucasus box.

7.9 BATTLE SPACES

7.9.1 Creating a Battle Space When a friendly unit ends its tactical movement in a box or a hex containing only enemy units, a battle space is created. A "compulsory attack" marker is placed on the hex side or

Caucasus box connector through which the first moving unit entered the space. If the hex side also happens to be a river (major or minor) **hex side**, a River Assault marker is placed there instead. The River Assault marker is a special variant of the compulsory attack marker. An attack into Stalingrad, Voronezh, Rostov, or Astrakhan **does not** constitute a river assault. Once a battle space exists, additional friendly units may move into it. The first and only compulsory attack marker placed counts for the mandatory combat that follows.

The attacker should avoid a river assault if at all possible.

7.9.2 Leaving a Battle Space Prior to any other movement during a player's movement phase, units may be moved out of an existing battle space with the following restrictions:

- A unit leaving a battle space may not enter another battle space.
- A unit leaving a battle space may not create a new battle space.
- A unit leaving a battle space may not enter a hex or a Caucasus box that is unsupplied, or that will become unsupplied at the instant that it enters the hex or Caucasus box. When there are no longer units from both sides in a hex or a box, it ceases to be a battle space.

8.0 COMBAT

Combat occurs in a player's attack phase. It takes place between the phasing player's attacking units and his opponent's defending units in a battle space. If a battle space has a compulsory attack marker associated with it, the phasing player must conduct an attack in the hex during his attack phase; otherwise combat occurs (voluntarily) at the discretion of the phasing player. The maximum number of attacks that may be conducted during player's turn equals the number of existing battle spaces. No unit or asset may be used in more than one attack per player turn. Use the following procedure:

1. The attacking player adds up the modified combat factors of all of his units in the battle space.
2. The defender adds up the modified combat factors of all of his units in the battle space.
3. The attacker's total is divided by the defender's total. All remainders, even 0.9999, are dropped. The quotient may range from a number less than one (" <1 "), to a maximum natural number of five (" 5 "). A quotient greater than five is treated like a five.
4. Scanning down the leftmost column of the combat results table (CRT), the number corresponding to the quotient will determine which one of the six combat results sub-tables will be used. This sub-table applies to both the attacker and the defender.
5. The attacker finds the sub-table range (row) containing the sum of his modified combat factors. For example, under tables 3 and 4, the ranges are 5 or less, 6-12, 13-26, and 27+. He then rolls one six-sided die to discover the column to use. The attacker's combat result is in the sub-table cell where the applicable row and column intersect. The result in the cell is applied to the defending unit(s) and/or any attached assets.
6. The defender finds the sub-table range (row) containing the sum of his modified combat factors. He then rolls one six-sided die to discover the column to use. The defender's combat result is in the sub-table cell where the applicable row and column intersect. The result in the cell is applied to the attacking unit(s) and/or any attached assets.

The number in the combat result cell is the number of step losses (Section 9.2) that have to be applied, and the "R" denotes a mandatory retreat (Section 9.3).

Example *Two full-strength German panzer corps attack the Soviet 65th Army across a river. Each attacking unit has a basic strength of 6 and two 8-strength panzer divisions attached. The attacker's unmodified combat sum will be 44, but the sum of the panzer divisions ($4 \times 8 = 32$) will be halved to*

16 for the river assault. The attacker then discovers, much to his dismay, that the defending unit has an anti-tank asset attached to it—which, once again, halves the panzer strength down to a paltry 8. The attacker's final, modified combat sum is $6 + 6 + 8 = 20$. The defending army has a basic combat strength of 4 (out of a possible 5), and has the 140th Tank Brigade attached, in addition to the fortuitous presence of one of the rare anti-tank assets. The defender's final, modified combat sum is $4 + 2 = 6$, which also happens to equal the unmodified sum. Dividing the attacker's 20 by the defender's 6 leads the players to sub-table 3 on the CRT. The attacker's 20 is in the "13-26" row. He rolls a 5 on the die, giving a result of "S-R" to be applied to the defender. The defender's 6 is in the "6-12" row. He also rolls a 5, giving a result of "3" to be applied to the attacker. 65th Army loses the 140th Tank Brigade, the anti-tank asset, and 3 of its 4 basic strength steps to satisfy the 5 step losses required. The unit, with its single surviving basic strength step, also has to retreat out of the battle space. One of the panzer corps takes 2 basic strength step losses, while the other attacking unit takes 1 basic strength step loss. The Axis player now controls the hex, which is no longer a battle space.

8.1 COMBAT FACTOR MODIFICATIONS A unit's combat strength is the sum of its basic combat strength and the strength of each of the assets currently assigned to it.

A unit's basic combat strength is never modified. Modifications apply only to the combat factors of tank or panzer assets assigned to units. They apply to the sum of all of the tank or panzer factors assigned to of all of the units of a side. Thus, only one number (the sum of all panzer or tank assets) is modified per side per battle space.

- The sum of all of the attacker's tank or panzer factors is halved if the attack is a River Assault (a subset of compulsory attack).
- The sum of all of the attacker's tank or panzer factors is multiplied by the fraction printed on any one anti-tank asset, should one of the latter be attached to a unit in the defending force. Multiple anti-tank assets can be in a defending force, but only one can be used to affect the attacker's combat strength.
- The sums of all tank or panzer factors, for the attacker and the defender, are halved if the combat takes place in a major city hex.

An anti-tank asset benefits the defender only. It has no attack value.

All modifiers are cumulative and round down all fractions (1.9 rounds down to 1).

Example *In an attack on Kharkov across the Donets, the number will be halved for the river, halved yet again for the major city, and may be cut down to a third again if the dreaded 88mm anti-tank asset is attached to a defending unit. That will leave the Soviet attacker with one-twelfth of his tank strength when arriving at his modified combat sum, while the Axis panzer strength will be halved for defending in a major city.*

8.2 LOSSES Each player applies losses to his own units as required by a combat result. Required losses are counted in steps.

- Each combat factor (point) of a unit's basic strength counts as one loss.
- Each single-step asset destroyed satisfies one loss.
- Each step of a multi-step asset reduced or destroyed satisfies one loss.

Remove, invert, and/or replace the asset counters attached to a unit to indicate a loss to an **asset**. Place destroyed assets in each player's respective dead pile. A multi-step asset that takes a loss, but is not destroyed, is inverted to reveal its lower (single) step number and a lower combat value. An 8-strength panzer division that takes its first loss, but is not destroyed, has its higher value counter replaced by a counter of fewer steps and a lower combat value (6-strength). Indicate the loss to a **unit's** basic strength by moving the unit's basic strength marker to a lower number on the unit's track on the strength display sheet.

Important: If all of a unit's basic strength steps are destroyed, the unit is removed from the map and placed in the dead pile. All assets attached to the unit at the time will also be considered destroyed. It follows that a player will prefer to take all initial losses to the unit's basic strength, to the point where one basic strength point remains, and then take asset step losses. (See replacement costs in Module 10.0.) The last step loss to a unit will be its one remaining basic strength point. If the number of step losses required by a combat result exceeds the number of steps in the defending force, all of the defending units and the attached assets are destroyed, and the excess step losses are discarded as overkill. All step losses have to be satisfied before a retreat, if applicable, is executed. The attacker and the defender apply step losses from a battle simultaneously. The order does not matter.

8.3 RETREAT If there is a retreat result ("R") in a CRT cell, all of the remaining (surviving) units to which the result applies have to leave the battle space.

If both sides incur an R result, then the defender's units are retreated first (by the attacker), then the attacker's units are retreated (by the defender).

Units in major city battle spaces do not have to retreat.

The retreat of a unit is done **by the opposing (enemy) player**. The hex must be chosen according to the following (declining) order of preference: A hex that is:

- Vacant and supplied (Module 5.0)
- Vacant
- Occupied by other units that are friendly to the retreating units

If none of these preferable options exists, the retreating units may be moved to an adjacent battle space. Units that retreat into a battle space may not participate in combat in that hex during the current player turn, but will suffer further loss and/or retreat results, should they be called for. No retreats are allowed into enemy-occupied and controlled (Sections 3.2, 3.3) hexes or Caucasus boxes.

The only unit allowed to retreat into the Kerch box is the German 42nd Korps. The only unit allowed into the Elbrus box as a result of movement or retreat is the German 49th Korps, and then only if it has no asset attached to it. All other units can retreat into all other boxes, whether or not they have combat assets attached. Soviet units may retreat into off-map Front holding boxes through the Front map edges under their control, as long as the retreat does not result in the violation of stacking limits. Axis units may retreat into the Axis reserve holding box through the Axis Supply Edge. Otherwise, units may not retreat off the map.

If a unit cannot retreat within these guidelines, it is eliminated, losing all basic strength steps (Section 6.3). All assets attached to it are also destroyed and placed in the dead pile.

9.4 OPERATION URANUS On turn 9, or any turn after that, the Soviet player may launch Operation Uranus—the offensive that, historically, trapped the German 6th Army in the Stalingrad pocket.

The Soviet player plays this option right after the Soviet attack phase (Case 7.1.5) of a turn while the Uranus counter is in his possession. Once the Uranus counter has been played, it cannot be played again for the remainder of the game. Operation Uranus allows the Soviet player to move one or more of his units again. This movement, though not a part of the Soviet movement phase (Case 7.1.4), is subject to all the rules and restriction on movement (Module 8.0).

If Operation Uranus is launched on

- **Turn 9** — 1 unit may move
- **Turn 10** — 2 units may move
- **Turn 11 or later** — 3 units may move

No compulsory combat markers are placed in a battle space (Section 8.9) created during Operation Uranus, and no attacks are resolved.

9.0 REINFORCEMENT, WITHDRAWAL AND REPLACEMENTS

On a given turn, a number of additional units and/or assets will become available or unavailable to a side. The particular turn on which this happens for a unit or an asset is printed on the counter.

9.1 SOVIET SEQUENCE These steps, when executed, must be followed sequentially as ordered here. Assignments precede withdrawals. Reinforcements precede replacements.

9.1.1 Soviet Reinforcement Assignment Assign all Soviet reinforcements received as follows:

- Soviet reinforcement **units** arrive with a basic strength of 1. They are placed in the Soviet reserve holding box.
- Soviet reinforcement **assets** are placed in the Soviet reserve holding box at the step strength of the side with the reinforcement turn number. **For example**, the 4th Tank Corps arrives in its reduced (one step) state on Turn 2.
- A **unit** in the Soviet reserve holding box may be placed in one of the off-map Front boxes: TCF (no more than one unit in the box), DSF, or SVF.
- An **asset** in the Soviet reserve holding box can be assigned to any Soviet unit, on the map or in a holding box, provided that the unit is supplied at the instant of the assignment.
- Soviet units (and their attached assets) and assets can move from the Reserve box in the same turn in which they arrive as reinforcements or replacements.
- On turn 9 or later, Operation Uranus may be launched (Section 9.4).

9.1.2 Soviet Withdrawals No Soviet **units** are withdrawn during the course of the game.

Mandatory There are no mandatory Soviet withdrawals in the game.

Voluntary The following voluntary withdrawals may occur:

- In order to be rebuilt to a higher step level, a multi-step **asset** assigned to a supplied unit has to be withdrawn to the Soviet reserve holding box.
- Assets may be withdrawn from any **supplied** units on the map or in Front holding boxes.

9.1.3 Soviet Replacements The number of replacement points available to each side per turn is printed on the respective turn tracks.

Example On turn 6 the Soviet side receives 17 replacement points.

- Replacement points that are not used on the turn during which they are received are forfeited. They cannot be accumulated for use during later turns. *There is a multi-front war going on, and another front obviously needs the replacements more than you do.*
- A **unit** from the dead pile may be rebuilt at a cost of 2 replacement points. It is placed in the Soviet reserve holding box with its basic strength set to 1.
- During the replacement phase a **unit** that has fewer than its maximum number of basic strength points may have its basic strength increased. It costs 1 friendly replacement point for each basic strength point increase to a unit. A unit has to be supplied (Module 5.0) to be rehabilitated this way.
- An **asset** in the dead pile may be rebuilt with replacement points. Rebuilt assets are placed in the Soviet reserve holding box during the Soviet replacement phase. It costs three replacement points to rebuild one step of an asset. *This is an important consideration when assigning combat losses.*

- An understrength, multi-step asset in a reserve holding box may have its steps rebuilt until it reaches its maximum (two) step state. It has to have been withdrawn to the reserve holding box in order to be rebuilt.

9.2 AXIS SEQUENCE These steps, when executed, must be followed sequentially as ordered here. Assignments precede withdrawals.

9.2.1 Axis Reinforcement Assignment Assign all Axis reinforcements received as follows:

- An Axis **unit** arriving as a reinforcement for the first time (from the turn track) arrives at its full basic strength. The unit's basic strength display marker is placed on the highest value (full basic strength) slot on its basic strength display track. Whether or when a unit or asset arrives may be conditional, as described for certain assets and units below.
- Axis reinforcement **units** and **assets** are placed in the Axis reserve holding box.
- An Axis **asset** in the Axis reserve holding box can be assigned to any Axis unit, on the map or in the reserve holding box, provided that the unit is supplied at the instant of the assignment.
- **Turn 9 or later** The army detachments (units), Hollidt and Fretter-Pico, arrive on the Axis player turn following the Soviet player turn on which Operation Uranus was launched. If the Soviet player does not launch Operation Uranus, then neither appears in the game. Hollidt is placed in Rostov, and if that is under Soviet control or unsupplied, in the closest supplied, Axis-controlled city near Rostov. Fretter-Pico is placed in any supplied, Axis-controlled city (major or minor) in the ALZ. Unless the Axis player controls only one supplied city, these units may not be placed in the same city.
- **Turn 12** Roll one six-sided die. If the result is a 5 or a 6, the 250th "Blue" Division arrives; otherwise it does not. **Note** This is not historical, but merely injecting a "what-if" into the game. The Spanish "Azul" division held the line near Novgorod before its near destruction while stopping a massive Soviet offensive at Krasni Bor on February 10th, 1943 ("Black Wednesday").

Exception The SS-Wiking Division, when assigned, must be assigned to one of the units of the 1 PanzerArmee. If none of the latter exists, the asset is withdrawn to the Axis reserve holding box.

9.2.2 Axis Withdrawals No Axis combat **units** are withdrawn from the map during the course of the game. **Assets** can only be withdrawn from units that are supplied at the instant of the withdrawal. Withdrawn assets are placed in the Axis reserve holding box.

Mandatory (Turn 2) The Grossdeutschland (GD) Division must be withdrawn from the game. If it is no longer in play, i.e. destroyed, a three-step German panzer division has to be withdrawn instead. If its parent unit is unsupplied at the time of mandatory withdrawal, the GD Division or its panzer division substitute has to be withdrawn at the first opportunity following. This withdrawn asset may not be rebuilt and/or returned for the remainder of the game.

Voluntary

- In order to be rebuilt to a higher step level, a multi-step asset assigned to a supplied unit has to be withdrawn to the Axis reserve holding box.
- Assets may be withdrawn from any **supplied** units on the map or in the Axis reserve holding box.

9.2.3 Axis Replacements The number of replacement points available to each side per turn is printed on the respective turn tracks.

Example On turn 6 the Axis side receives 5 German replacement points and 1 Axis minor replacement point.

- Replacement points that are not used on the turn during which they are received are forfeited. They cannot be accumulated for use during later turns. *There is a multi-front war going on, and another front obviously needs the replacements more than you do.*
- A **unit** from the dead pile may be rebuilt at a cost of 2 replacement points. It is placed in the Axis reserve holding box with its basic strength set to 1.
- During the replacement phase a **unit** that has fewer than its maximum number of basic strength points may have its basic strength increased. It costs 1 friendly replacement point for each basic strength point increase to a unit. A unit has to be supplied (Module 5.0) to be rehabilitated this way.
- An **asset** in the dead pile may be rebuilt with replacement points. Rebuilt assets are placed in the Axis reserve holding box during the Axis replacement phase. It costs three replacement points to rebuild one step of an asset. *This is an important consideration when assigning combat losses.*
- An understrength, multi-step asset in the reserve holding box may have its steps rebuilt until it reaches its maximum (two) step state. It has to be withdrawn to the reserve holding box during the reinforcement and withdrawal phase in order to be rebuilt. German three-step panzer assets may not be rebuilt to their three-step level (Case 2.2.2).
- German replacement points may be used to rebuild German or Axis minor units or assets, but Axis minor replacement points may not be used to rebuild German units or assets.

10.0 VICTORY CONDITIONS

Design Note These victory conditions are loosely based on *Führerweisung (directive) Nr. 41 of April 5, 1942. The random emphasis is an attempt to reflect subsequent directives and interference by Hitler after the commencement of the campaign.*

10.1 SUDDEN DEATH

Soviet If, at the start of any Soviet Player Turn, the Soviet player controls Kharkov with a supplied combat unit, the game ends, and the Soviet player wins.

Axis If, at the start of any Axis Player Turn, the Axis player controls Stalingrad or Astrakhan with a supplied combat unit, the game ends, and the Axis player wins.

10.2 SCORING POINTS DURING THE GAME Only the Axis player scores points in the game. The Soviet player has to prevent his opponent from scoring points.

10.2.1 Caucasus The Axis player scores Caucasus victory points (yellow victory points markers) for having at least one supplied unit in certain Caucasus boxes at the end of each Axis player turn. One point is scored for having a supplied unit in Maikop, 2 for Batumi, 3 for Dagestan, and 5 for Baku, for a possible maximum of 11 Caucasus victory points **per turn**. Control of the box is not necessary; supplied presence is sufficient. The presence of more than one unit in a box does not score more points.

10.2.2 Don Score 1 Don (blue victory points markers) point for each Soviet unit destroyed in the ALZ.

10.2.3 Stalingrad Score 1 Stalingrad (red victory points markers) point for each turn in which at least one Axis unit is in Stalingrad at the end of an Axis player turn. The unit does not have to be supplied, nor does it have to control Stalingrad.

10.3 ADJUSTMENTS AFTER THE GAME

10.3.1 ALZ Cities The Axis player counts each of Voronezh and Rostov as 1 Don victory point for controlling the city at the end of the game.

10.3.2 Operation Edelweiss When a supplied 49th Korps (German) enters the Elbrus (Caucasus) box at any time during the game, the Edelweiss marker is removed and claimed by the Axis player. Should the Axis player be in possession of the Edelweiss marker at the end of the game, he rolls 1d6. If he rolls a 1 through a 5, he adds the die roll result to his Caucasus victory points total. If the die roll result is 6 he adds nothing.

10.3.3 Base Adjustments Adjust the base score as follows:

- Multiply the raw **Caucasus** victory points total by 1.8 *Drop all fractions*
- Multiply the raw **Don** victory points total by 5
- Multiply the raw **Stalingrad** victory points total by 5

10.3.4 Hitler Directives Adjustments Further adjust the score as follows (Section 6.1):

- Multiply the adjusted **primary** objective points by 3
- Multiply the adjusted **secondary** objective points by 2
- Multiply the adjusted **tertiary** objective points by 1

10.3.5 The Final Victory Points Total Find the sum of the three adjusted totals after the Hitler Directives adjustments. Subtract 5 points from this sum for each Axis unit (not asset) in the dead pile, and for each unsupplied Axis unit on the map or in a Caucasus box at the end of the game. Do not subtract any points for an unsupplied 42nd Korps in the Kerch box.

10.4 DETERMINING A WINNER AT THE END OF THE GAME The Axis player can only win the game by attaining his **principal** victory condition: controlling Stalingrad or Astrakhan, or a

hex on or adjacent to the Volga River with a supplied unit at the end of the game. Hexes 0607 and 1102 are not adjacent to the Volga. Having attained this principal victory condition, the Axis player is awarded a:

- **Minor Victory** by scoring fewer than 150 points
- **Material Victory** by scoring at least 150 but fewer than 180 points
- **Decisive Victory** by scoring 180 or more points

Having prevented the principal Axis victory condition, the Soviet player is awarded a:

- **Material Victory** by holding the Axis player to fewer than 180 points
- **Decisive Victory** by holding the Axis player to fewer than 150 points

The Soviet player cannot attain a minor victory. If the Axis player fails to achieve his principal victory condition, but still scores more than 179 points, the game ends in a draw.

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