

Struggle for Stalingrad

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1.0 INTRODUCTION

1.1 Background

- A. In early September 1942, the German 6th Army under Col. Gen. Friedrich von Paulus, with the 1st Panzer Army attached, had broken through the forward defenses and stood poised to assault the city of Stalingrad, defended by Gen. Vassili Ivanovich Chuikov and the 62nd Army. North of the city, the German 14th Panzer Corps, having reached the banks of the Volga on August 23, were defending against large Soviet forces.
- B. *Struggle for Stalingrad* is a game of the German assault on Stalingrad from this point on. As the Germans try to take the city, the Soviets struggle to hang on until Operation Uranus, the encirclement of all Axis forces, can be launched.

1.2 Scale

The map is approximately 40 km north to south and is divided into areas. The military forces are represented by counters with the strength of the unit; most are divisions of

5,000-10,000 men.

1.3 General Description of Play

- A. A turn consists of actions performed by the German or Soviet player. First the Germans may attack Soviet units in the same area. Then the Germans may move, after which another round of attacks occurs. German reserves may move after these attacks.
- B. The Soviet turn consists of the same segments with the exception of the reserves.
- C. In general, units may move until they enter an area occupied by the enemy. Combat takes place between opposing forces within the same area and uses an attacker/ defender odds system. The game ends when the Germans take the whole city or when Uranus commences.

1.4 Abbreviations

Abbr	Meaning	Abbr	Meaning
AAT	Artillery Availability Table	OOS	Out of Supply
AP	Artillery Point	SP	Strength Point
CRT	Combat Results Table	TRT	Turn Record Track
DRM	Die Roll Modifier		

2.0 COMPONENTS

2.1 The Map

The map is divided into areas to regulate movement and combat. Within each area, there can be varying terrain and strongpoints.

2.1.1 Terrain Effects

The terrain in which the battle is fought is open, rough, or urban. Terrain features like strongpoints, artillery spots, landings, and fortifications also affect play. These types and features are summarized on the map.

2.1.2 Special Map Areas

There are several areas on the map that have significant effects on play.

2.1.2.1 The Steppes

- A. All the steppe areas on the map represent much more space than the other areas and contain numerous German backup forces.
- B. Each area is German controlled if empty (4.3). Soviet infiltration is not allowed (4.9).
- C. German supply lines may be traced through the Steppes (6.1).
- D. German divisions in reserve in the steppes have the option of rebuilding (7.2).
- E. For each steppe in Soviet control in a German Command phase, German artillery point allowance is reduced by two and the Germans lose a step from a unit anywhere on the map (5.4.7).

2.1.2.2 Soviet East Bank

This somewhat abstract area represents the huge Soviet supply network. The area is a Soviet supply source (6.1), has an unlimited number of landings (4.10), and Soviet units can withdraw to here (4.4.3).

2.1.2.3 German Rear

This abstract area represents the German rear far from Stalingrad. It encompasses railheads and the supply network all the way back to Rostov. The area is the German supply source (6.1); Soviet units cannot enter and German units must stop upon entering; retreating into the Rear is not allowed (5.10); German units may withdraw to the Rear (4.4.3); and German divisions may rebuild (7.2).

2.1.2.4 Stalingrad

All urban and rough areas (including the fortified areas) are called Stalingrad and are Soviet-dominated at the start of play (4.3.3), if empty.

2.1.2.5 Soviet Orlovka Salient

The two areas, Orlovka West and Orlovka North are Soviet fortified at the start of play and are rough terrain (5.14). German supply cannot be traced through the areas as long as the fortifications exist, and a special entering attack is required if German forces enter from the Steppes (5.11.2).

2.1.3 Playing Aids

The map includes playing aids like the Turn Record Track (TRT), which includes the reinforcement schedule for the standard games, Turn and Combat Sequence, Artillery Availability Table (AAT), and German Holding Boxes for divisional breakdowns.

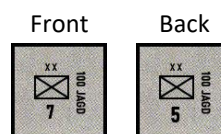
2.1.4 TRT Errata

- A. The Soviet 37th Guards division appears on Turn 6 at strength G (instead of the 39th).
- B. The A division appearing on Turn 6 should instead appear on Turn 5.
- C. Soviet artillery on Turn 2 is 2 APs (regardless of possession of Mamayev, Kurgan, etc.).
- D. Soviet artillery availability increases to A4 on Turn 9.
- E. Luftwaffe: Germany receives two summons on Turn 1, 2 more on Turn 5, one on Turn 6, and one on Turn 10. Additional summons have a penalty described in Section 7.5.D.
- F. German Turn 3 reinforcements may enter in any Steppe area, I to IV.

2.2. The Counters

A counter can be a military unit or an informational marker.

2.2.1 German Military Units



- A. The unit size is above the unit type box.
- B. The combat strength is below the unit type box.
- C. The unit ID is to the right of the unit type box.
- D. The back is a reduced strength version.

2.2.1.1 Unit Types

Symbol	Type	Symbol	Type
	Infantry		Armor
	Motorized Infantry		Assault Gun
	Engineer		Motorized Flak (Anti-Aircraft)

2.2.1.2 Steps

German units can have up to four steps. Step losses are taken by flipping a full strength unit to its back side. If a unit has already been flipped, then a different counter for the same military unit with a weakened strength is substituted.

2.2.1.3 Unit Sizes

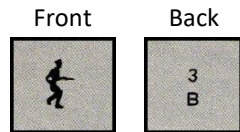
Symbol	Size	Symbol	Size
XX	Division	III	Regiment
X	Brigade		

2.2.1.4 Other Attributes

Additional information about certain units is signaled by certain symbols next to the combat strength:

Symbol	Meaning	Symbol	Meaning
()	Defend-Only Unit	+	Support Unit

2.2.2 Soviet Military Units



Soviet units have their strength and class hidden from the German by using a back-printed counter. The strength and class are not revealed to the Germans until the unit is attacked.

2.2.2.1 Soviet Classes

Symbol	Steps	Type
G	3	Guards
A	2	Regular
B, C	1	Regular
M*	0	Militia
* Indicated by an asterisk by the strength.		

2.2.2.2 Soviet Steps

- Soviet units lose steps by converting to a lower class division: G to A to B or C (equal chance).
- B, C, and Tank units have only one step and are eliminated if a step loss is called for.

2.2.3 Informational Counters

There are several different counters included for providing information about the status of units in the game:

Marker	Explanation
Out of Supply	Units under the counter are out of supply for combat purposes.
In Res	German counter indicating the units underneath have been placed in reserve.
Entry Attack	Counter placed whenever a side must make an entry attack to move into an enemy controlled area.
Dsrpt	The unit(s) underneath are disrupted.
Draw, Partial, and Uranus	Victory markers which are placed on the TRT at the start of the Standard Game.

3.0 SEQUENCE OF PLAY

A turn is divided into a number of phases in which the phasing player, German or Soviet, performs certain actions. There are two impulses per turn: a German impulse and a Soviet impulse. The following is the sequence of play for

each turn:

3.1 Mutual Artillery Phase

Each side rolls a die on the AAT to determine how many artillery points (APs) are received that turn.

3.2 German Impulse

3.2.1 German Counterattack Phase

German forces may attack Soviet forces in the same area. Each attack is resolved separately.

3.2.2 German Command Phase.

Units receive new supply if they were out of supply, and reinforcements are placed on the map.

3.2.3 German Movement Phase

- The Germans may move all, some, or none of their units eligible to move.
- During this phase, units may also move within areas, entering strongpoints, and may combine in stacks.
- Units may also be designated as Reserve.

3.2.4 German Attack Phase

This is a combat phase identical to the Counterattack Phase.

3.2.5 German Reserve Phase

Units put in Reserve during the Movement Phase may move or be rebuilt.

3.3 Soviet Impulse

3.3.1 Soviet Counterattack Phase

Soviet forces may attack German forces in the same area. Each attack is resolved separately.

3.3.2 Soviet Command Phase

Units receive new supply if they were out-of-supply and reinforcements are placed on the map.

3.3.3 Soviet Movement Phase

- The Soviets may move all, some, or none of their units eligible to move.
- During this phase, units may also move within areas, entering strongpoints, and may combine in stacks.
- Soviet units may not be placed in Reserve.

3.3.4 Soviet Attack Phase

This is a combat phase identical to the Counterattack phase.

4.0 MOVEMENT

The map is divided into areas to regulate movement. The following sections deal with the rules of that movement.

4.1 Movement Phases

- There are three Movement Phases in each turn: German Movement, Soviet Movement, and German Reserve.
- Only friendly units may move in a friendly Movement Phase.
- During movement, the phasing side may move all, some, or none of the units eligible to move. All units are eligible to move except cut-off and disrupted units.
- In the German Reserve Phase, only those units which did not move during the normal Movement Phase may move.
- No unit may move more than once per Movement

Phase.

- F. When a unit starts its movement, it must complete its move before any other can start moving.
- G. Units can move together as a force.
- H. The force may pick up and drop off units during its move as long as no unit moves more than once and stacking rules are not violated.

4.2 Stacking

- A. Up to three combat units may stack together. In addition, one support unit (8.1) may be attached to each combat unit and a stack may also contain one additional support unit. Thus, a maximum of 7 units may stack together.
- B. A stack is designated simply by placing the units on top of each other.
- C. A single combat unit and its support units (2 max) are not considered stacked for retreat, cut-off status, and overrun attack purposes.
- D. Stacking only affects movement of a force and combat.
- E. There is no limit to the number of friendly units that can be in a given area on the map.

4.3 Area Control

- A. An important consideration for movement in the areas on the map is the state of control of the area. Control is determined when an area is left or entered.
- B. There are three basic states: contested, friendly/enemy control, and empty.

4.3.1 Contested Control

- A. Both sides have unit(s) in the area and are not cut-off.
- B. Neither side's units may freely traverse a contested area.

4.3.2 Friendly/Enemy Control

- A. The controlling side has unit(s) in the area and there are no opposing unit(s) that are not cut-off.
- B. The controlling side's units may freely traverse the area.

4.3.3 Empty

- A. Empty areas may be freely traversed by both sides.
- B. However, an empty area is always dominated by one side or the other. Except for the Steppe areas, which are always German controlled when empty, an area is dominated by the side which last passed through it.
- C. Domination does not affect movement, but it does affect supply and retreats.

4.4 Area to Area Movement

Movement capability between areas is determined by the state of control of the area.

4.4.1 Starting in Contested Area

A unit starting in a contested area may move one area, to an adjacent empty or friendly controlled area. It must then cease all movement. This type of movement is called disengagement.

4.4.2 Starting in Friendly Area

- A. A unit starting in a friendly controlled area may move through any number of connected empty or friendly

controlled areas. It must stop its movement upon entering an enemy controlled or contested area.

- B. Entering an enemy controlled area usually requires an entering attack (5.11).

4.4.2.1 Changing Control

If the moving unit(s) can successfully eliminate all enemy units in an area via overrun attack, the area becomes friendly controlled instantly and the units may continue to move (5.12).

4.4.2.2 Disengagement

If the moving unit(s) are the surrounding force of cut-off enemy units, then the area they are starting in becomes contested instantly and the moving force is considered to be disengaging.

4.4.3 Withdrawal

- A. If a unit can trace a supply line to a supply source, the unit may move directly to that supply source. This is a special form of movement called withdrawal. Withdrawal may involve disengagement from a contested area.
- B. German units may withdraw to the German Rear.
- C. Soviet units withdraw to the East Bank via a landing. Normal Ferry rules apply, except that the withdrawing unit need not start in the landing. If the area of the landing is contested, the withdrawal is considered ferrying under fire (4.10.2).

4.5 Movement Within an Area

- A. Eligible units may move within their area. This movement is not affected by the control state of the area.
- B. A unit that moves within its area is still eligible to move normally.
- C. Movement within an area may take place either before or after normal movement.

4.5.1 Effect of Unit/Force Designation

Movement within an area is contingent on the unit/force designation. There are two possible designations:

- A. Bound-in-area are those units in strongpoints, cut-off, part of a surrounding force, or disrupted.
- B. Free-in-area are all units not bound-in-area.

4.5.2 Strongpoints

- A. Empty or friendly strongpoints may be entered and exited, unless they are cut-off.
- B. There may be only one combat unit (plus attached support units) in a strongpoint at the end of any phase.
- C. A unit in a strongpoint exerts control over an area but will not, by itself, require an entering attack.
- D. Units in strongpoints are easier to cut-off and may not retreat.

4.5.3 Changing Stacking

In the general movement within areas, stacking may be changed either before or after normal movement.

4.6 Cut-Off Forces

- A. As a possible result of combat, defending units can be surrounded and isolated. Such units are designated as

being cut-off.

- B. A cut-off force is ineligible to move. It also cannot restack or be joined by other units.
- C. A cut-off force is no longer cut-off the instant there is no surrounding force (4.7), the surrounding force attacks any other units, or the surrounding force enters a strongpoint.

4.7 Surrounding Forces

- A. As soon as a defending force is cut-off, a surrounding force must be designated. This is marked by placing the surrounding units on top of the cut-off force.
- B. It is possible for a surrounding force to be cut-off itself by an outside enemy attack.
- C. A surrounding force can freely be entered and left by friendly units.
- D. A surrounding force exerts control over the area but does not trigger an entering attack.
- E. A surrounding force is in the terrain type of the area.

4.8 German Reserve Movement

- A. German units can be put into Reserve at the beginning of the German Movement Phase. These units can move only in the Reserve Phase following the German Attack Phase.
- B. Units must be in German controlled areas to be designated as Reserves.
- C. Units are designated as Reserve before any other movement in the Movement Phase.
- D. Units in the Steppe areas that are designated Reserve may rebuild.
- E. Reserve status is lost as soon as a unit moves, attacks, is rebuilt, or the area in which it is located loses its German controlled status.

4.9 Soviet Infiltration

- A. The Soviets were experts at infiltration: sending many small groups of infantry sneaking behind enemy lines.
- B. Soviet units may infiltrate instead normal movement.
- C. Infiltration takes place after all normal Soviet movement.
- D. An infiltrating unit must start in a Soviet controlled area and move into an adjacent German-controlled area.
- E. The Steppe may not be infiltrated.
- F. There is no entering attack.
- G. An infiltrating unit may not overrun or attack in the Soviet Attack Phase.
- H. It may move within the area (i.e., enter a strongpoint).
- I. Each area can be infiltrated by only one Soviet unit per Soviet Movement Phase.

4.10 Soviet Ferrying

The Volga at Stalingrad is about 2 km wide and may only be crossed by Soviet units. Ferrying is movement between the Soviet East Bank and the landings in Stalingrad.

- A. To be eligible for ferrying, units must begin the Soviet Movement Phase in a landing or the East Bank area.
- B. Withdrawing Soviet units just have to be able to trace a path to the landing.
- C. After ferrying, the Soviet unit is eligible to continue normal movement.

4.10.1 Landings

- A. Each landing can send off and receive one unit per turn. A support unit counts as a whole unit for ferrying.
- B. Landings are treated as strongpoints in rough terrain.
- C. Units can ferry in and out of cut-off landings.
- D. Stacking limits may be exceeded during a phase but not at the end. Thus, units ferrying into a cut-off landing may attempt to overrun out.

4.10.2 Ferrying Under Fire

- A. If Soviet units enter or leave a cut-off landing, it is considered ferrying under fire. Roll one die. On a 1-4, the unit loses a step.
- B. Ferrying under Fire is also used for Soviet Amphibious Assaults (5.13) and for withdrawals.

4.10.3 Weather Effects

- A. During Ice turns (Nov/3-Dec/3), no ferrying is allowed. Soviet reinforcements just accumulate in the East Bank.
- B. During Freeze turns (Dec/4, Dec/5) no ferrying is allowed, but Soviet units may cross the frozen Volga from the East Bank to any area bordering the Volga except Mamayev Kurgan, Yelshanka, and Spartanovka. Movement in the opposite direction is also allowed.

5.0 COMBAT

Within an area, phasing units may attack nonphasing units during the Combat Phases. There are four such phases: German Counterattack, German Attack, Soviet Counterattack, and Soviet Attack. Regardless of the overall situation, the phasing units are always the attackers, and the non-phasing units are always the defenders.

5.1 Forces in Combat

5.1.1 General Rule

- A. In general, up to three forces can attack one defending force. Each force, whether defending or attacking, is treated as whole and indivisible. No component may be held out of combat.
- B. An attacking force may only attack once per phase.
Exception: Overrun attacks (5.12).
- C. A defending force may be attacked any number of times per phase.

5.1.2 Restrictions

- A. A free-in-area force can attack any defending force.
- B. A unit in a strongpoint cannot attack any other unit in a strongpoint, or the surrounding forces on another strongpoint.
- C. A unit in a strongpoint can only be attacked by one force.
- D. A cut-off unit can only attack its surrounding force.
- E. A surrounding force can only attack the cut-off force it is guarding.

5.2 Combat Sequence

- A. The combat sequence is followed for each attack.
- B. Once the sequence has been finished, the next attack can be declared.

5.2.1 Declare Attacking Units

The phasing side specifies the attacking units the target

defending force.

5.2.2 Reveal Soviet Units

The Soviets reveal their attacking/defending units.

5.2.3 Artillery Expenditure

Both sides secretly note how many APs they will expend this attack. Take into account Overrun Soviet artillery penalty and dense target bonus.

5.2.4 Compute Combat Odds

- A. Factor in all reductions due to supply and strongpoint bonuses.
- B. Divide attacker strength by defender's strength and round to nearest odds ratio.
- C. Factor in any applicable column shifts.

5.2.5 Defender CRT Die Roll

Roll on D-CRT once per 10 defense strength points (SPs), rounded down to a minimum of one.

5.2.5.1 Check for Cut-Off Status

If there is a result on the D-CRT, roll on the Cut-Off table.

5.2.5.2 Defenders in Urban/Rough Terrain

Find out how many losses are canceled due to terrain with one roll per loss on the Terrain Defense Table.

5.2.5.3 Defender Loss Reduction

- A. Defender may reduce losses by one by retreating into a friendly controlled or dominated area.
- B. Defender satisfies remaining losses with step losses from defending units.

5.2.6 Attacker-CRT Roll

Roll on applicable A-CRT once for every 10 defense SPs, rounded down to a minimum of one.

5.2.6.1 Attacker Losses

Attacker's losses are satisfied by losing one step per loss.

5.2.6.2 Advance After Combat

- A. Attacking units may advance into a strongpoint if all defenders have been eliminated.
- B. Attacking units may follow retreated defending units into retreat areas.

5.2.7 Overrun Disruption Determination

If the attack was an overrun attack, determine additive disruption factor.

5.3 Combat Results

There are three Combat Results Tables (CRTs).

- A. There is a single Defender CRT to determine how many losses the defenders will suffer from an attack.
- B. There are two Attacker CRTs; which one is used depends on whether the defender is in rough/open terrain or in urban terrain. The urban CRT gives higher attacker losses.

5.3.1 Losses

- A. Combat results in step losses to both sides.
- B. For the attacker, the die roll cross-indexed with the combat odds gives a blank or a number. If the result is a number, this is the number of steps the attackers lose.

- C. For the defender, the number is the initial result of the combat, but this result may be reduced by terrain or retreats, to get the final number of steps lost.

5.3.2 Determining Combat Odds

Combat odds are found by dividing the final combat strength of the attacker by the final combat strength of the defender, then rounding to the nearest whole ratio, with .5 or greater rounding up.

Example: 7 attacking 2 is 3.5:1, rounded to 4:1.

5.4 Artillery

APs available for use in each turn are determined at the start of each turn. Each side rolls a die during the Mutual Artillery Phase, cross-referencing the roll with the correct artillery availability line.

5.4.1 AP Die Roll Modifiers

- A. The side that has or last had possession of the Mamayev Kurgan strongpoint adds applies a +1 die roll modifier to the roll.
- B. The side that controls/controls the area of Mamayev Kurgan applies a +1 DRM. This is in addition to the +1 DRM for the strongpoint.
- C. The side that controls/controls the Orlovka West Area applies a +1 DRM.
- D. The German side applies a +1 DRM for one or more German Luftwaffe Summons. The summons must be announced prior to the chit draw.

5.4.2 General Artillery Availability

- A. Artillery available changes during the game, unless otherwise specified by the scenario special rules.
- B. German artillery availability ranges from A1 to A4, while Soviet availability ranges from A1 to A5. The TRT specifies when the availability changes; these availability designations are then used on the AAT to determine which line to read with the die roll.

5.4.3 Artillery Points

Both sides have a certain number of APs, determined at random at the beginning of each turn. APs may be used in attacks to attempt to affect the outcome.

5.4.3.1 Allocating APs

Each side chooses how many APs to commit to an attack/defense. The choices are revealed after the combat odds have been established for the attack.

5.4.3.2 Applying APs to the D-CRT

- A. Apply a -1 DRM to the D-CRT die roll per defending AP.
- B. Apply a +1 DRM to the D-CRT die roll per attacking AP.

5.4.3.3 Applying APs to the A-CRT

If one side has two or more APs more than the enemy, apply a +1/-1 DRM (defender/attacker) to the roll on the A-CRT.

Example: The Germans commit 4 APs to attack; the Soviets commit 5 APs to defend. Thus, the D-CRT die roll will have a -1 DRM and the A-CRT will be unaffected. If the Soviets had committed 6 APs, the D-CRT would have a -2 DRM and the A-CRT would have a +1 DRM.

5.4.4 German Air Points

- A. German air points can be used as normal artillery or for Stuka attacks at a cost of two air points per attack.
- B. Stuka attacks can be performed in any German Movement or Attack Phase.

Clarification: Stuka attacks are separate attacks and may thus not interrupt the Combat Sequence of another attack in progress. Stuka attacks may be called in the German Attack, Move, and Reserve Phases. In the two latter phases, Stuka may interrupt between two overruns by one unit. Stuka attacks do not count in the limit of two attacks against the Dzerzhinsky Tractor Works.

5.4.4.1 Procedure

- A. When a Stuka attack is declared, one die is rolled. On a 1-4, the defender suffers a step loss. The loss may be annulled by the Terrain Defense Table similarly to normal D-CRT results.
- B. If the loss is not annulled, the defender may choose to lose a step from the attacked force, or have the force become disrupted. An already disrupted force must take the step loss.

5.4.4.2 Limits and Requirements

- A. A defending force may be attacked by any number of Stuka attacks. Each is resolved before the next is declared.
- B. In a Stuka attack, supply is not used, retreat is not possible, and no hidden units are revealed.

5.4.5 Artillery in Overrun Attacks

In the Overrun attacks (both German and Soviet) Soviet artillery points are halved, rounding up, prior to DRMs. This reflects poor Soviet fire control.

5.4.6 Dense Targets

Artillery points against defending stacks of three units, totaling six or more steps (including support unit steps) are doubled for both German and Soviet attacks. Such stacks are designated dense targets.

5.4.7 Reductions Due to Soviet Control of Steppes

For each Steppe area in Soviet control in the German Command Phase, reduce the German AP allowance by 2. Germany must also apply one step loss to one unit anywhere on the map.

Clarification: Control and resulting German losses per this rule are determined at the end of the German Command Phase.

5.4.8 Saving Artillery Points

- A. Germany may save up to 4 APs from turn to turn.
- B. The Soviets may save up to 2 APs from turn to turn.

5.4.9 Optional Fog of War

- A. For more fog of war, use a set of cards (Ace through 6) to randomly determine artillery allotment for the turn, keeping the number secret from the opponent.
- B. All artillery usage should be recorded and compared with the revealed card at the end of the turn.

5.5 Strongpoints

- A. Strongpoints are considered urban terrain, except for

landings, which are rough terrain.

- B. A strongpoint can only be occupied by one combat unit, supported by a maximum of two support units.

5.5.1 Defense Benefit

Add +2 to the combat strength of a defending force in a strongpoint. This is added before the effects of supply are considered.

Exception: Soviet M-class units add +1.

5.5.2 Restrictions

- A. A strongpoint can only be attacked by one force.
- B. A unit in a strongpoint cannot attack other strongpoints, or surrounding forces on other strongpoints.
- C. An attacking unit in a strongpoint cannot advance out of the fortification unless the defender retreats.
- D. A unit in a strongpoint does not trigger an entering attack, nor can it be attacked in an entering attack.

5.6 Cut-Off

5.6.1 In General

- A. Cut-Off is a side effect of combat.
- B. If there is a result on the D-CRT and the combat was in urban terrain, or the defender was in a strongpoint, or part of a surrounding force, the defender must roll on the Cutoff Table.
- C. Apply a -1 DRM to the Cut-Off Table if the defenders are in a strongpoint, or in a surrounding force.
- D. Apply a +1/-1 DRM in the Soviets' favor if Chuikov is involved.

5.6.2 Effects

- A. If a defending force is cut-off while surrounding another cut-off force, the attacker may choose to liberate the latter force. If this occurs, all cut-off markers are removed and the involved forces are stacked separately.
- B. The friendly liberated units cannot restack until the next Movement Phase.

5.7 Terrain Defense

- A. Defending forces in urban or rough terrain can have some of their losses cancelled by the Terrain Defense Table. After the D-CRT die roll, one die per resulting loss is rolled.

Example: A defending force in rough terrain suffers a 2 result on the D-CRT. Two dice are rolled, a 5 and 4, on the Terrain Defense table. The 5 cancels one loss, leaving 1 loss remaining.

- B. The players will have to get used to the wide range of outcomes this table provides. It can be maddening to have five losses inflicted on a single step C division and have all five cancelled out, but this is what the designers intended. It is suggested that the correct number of dice be rolled at once for the cancellations, i.e., if a 4 result is obtained, roll four dice at the same time.

5.8 Big Battles

- A. For every 10 defending SPs, roll on the D-CRT and A-CRT. The dice are always rolled at least once for each

battle.

- B. Both dice (D-CRT and A-CRT) are rolled for each additional 10 defending SPs (after supply, strongpoint, etc.). Thus a defender with 10-19 SPs causes two rolls, 20 to 29 cause three rolls, etc.

Example: 45 German SPs are attacking 21 Soviet SPs. Both the D-CRT and A-CRT dice are rolled three times and the results combined.

5.9 Attack Abort

Germany can abort an attack after the Soviets have revealed their strengths. No dice are rolled, German supply is expended (not Soviet supply), and the Germans lose one step immediately.

5.10 Retreat/Advance After Combat

- A. An unstacked defending unit may retreat after combat into an adjacent friendly controlled or dominated area.
- B. It may not enter a strongpoint nor stack with other friendly forces in the new area.
- C. Retreating reduces the combat losses by one.
- D. Stacked units, units in strongpoint, cut-off units, units in a surrounding force, and disrupted units may not retreat.
- E. A unit may not retreat more than once per phase.
- F. If a defender retreats, all, some, or none of the attacking force may follow. There is no entering attack required when an attacking force follows a retreating unit.

5.11 Entering Attack

When an enemy controlled area is entered, an attack must take place to gain a foothold in the area. This attack is called an entering attack.

5.11.1 Restrictions

- A. The entering attack can be directed only at free-in-area forces.
- B. Units in strongpoints cannot be attacked.
- C. If there are no free-in-area forces, the entering attack is automatically successful.

5.11.1.1 Conduct

An entering attack is carried out normally. However, if there is no result on the D-CRT during any entering attacks, all attacking forces must return to their starting areas.

5.11.1.2 Sequencing

All entering attacks must be carried out before other combat.

5.11.1.3 Requirements

- A. Entering attacks can be performed during Attack Phases or by overruns.
- B. In the German Reserve Phase, overruns must be used for entering attacks.

5.11.2 Terrain Effects

In entering attacks across the Tsaritsa Gully, Frozen Volga, or into the Orlovka areas (from the Steppes), attacking SPs are halved.

Clarification: Players may wish to draw "trench lines" on the playing map between Orlovka West and Steppe III and

Steppe IV, and between Orlovka North and Steppe IV to mark that units attacking from the Steppes into Orlovka Salient are halved in entry attack. (compared with Tsaritsa Gully).

5.11.3 Weather Effects

In entering attacks during the freeze turns (Dec/4 and Dec/5), all defending forces are doubled in strength. This reflects the difficulty of conducting offensive operations in intense cold.

5.12 Overrun

During the German or Soviet Movement Phases, unstacked units can attack at reduced strength to attempt to bull through a potentially weak defense. Overrun attacks are resolved just as normal combat.

5.12.1 Strength Reduction

Overrunning units attack at half-strength, rounding down.

Exception: German panzer and motorized units have the first 5 SPs unaffected. The remaining points are halved.

Example: A German panzer unit of 11 SPs has an overrun strength of 8 (5 + 3).

5.12.2 Support Units

Support units have a zero overrun strength and cannot take step losses in the attack.

5.12.3 Soviet Artillery

Soviet APs are halved during an overrun attack.

5.12.4 Overruns Against Same Defender

The same defender can be overrun more than once.

5.12.5 Attacker Disruption

After an overrun attack, roll a die to determine the number of "days" used in the attack. A unit can continue overrun attacks until its accumulated days exceeds six. When this occurs, the unit is disrupted.

Clarification: The instant the days exceed six, the overrunning unit can conduct one additional overrun, but it must be against the same defending unit that it just overran, then the disruption takes effect.

5.12.5.1 Disruption Effects

- A. A disrupted unit cannot move, attack, or retreat. It does not trigger an entering attack, and may not be attacked during an entering attack.
- B. An overrunning unit may advance after combat before disruption takes effect.
- C. Attacking a disrupted unit gains an attacker a 2R shift on the D-CRT (but no shift on the A-CRT). A force with any disrupted units suffers this penalty.

5.12.5.2 Removal of Disruption

Disruption is removed at the end of the friendly Movement Phase following the phase when they were disrupted.

5.13 Soviet Amphibious Assault

- A. A Soviet unit starting on the East Bank can attack a German occupied landing in the Soviet Attack Phase.
- B. The assaulting unit is fired upon as if ferrying under fire. (A roll of 1-4 yields one step loss.)
- C. The assaulting unit attacks as usual, but cannot attack

in cooperation with land forces because of the "one force" rule against defenders in strongpoints (5.5.2.A).

- D. If the assaulting unit cannot move into the strongpoint after combat, it is eliminated.
- E. It may not move beyond its landing hex.

5.14 Orlovka Salient Fortifications

- A. At the start of play, Orlovka West and Orlovka North are Soviet-fortified and should be marked with the correct markers.
- B. Soviet defending forces are considered to be in rough terrain rather than open.
- C. The Orlovka strongpoint is urban.
- D. German supply lines may not be traced through fortified areas.
- E. Remove both fortification markers during the German Command Phase if either becomes German controlled.

6.0 SUPPLY

To function normally in combat, a unit must be supplied. Lack of supply does not take effect until after a unit has been involved in combat.

6.1 Supply Lines

A supply line must be traced from the unit to a supply source. The supply line can be traced out of the unit's area regardless of state of control. Thereafter, it can only go through friendly controlled or dominated areas.

6.1.1 Soviet Supply Source

- A. The Soviet supply source is the East Bank. The supply line must be traced through the landings, except during freeze when the line can be traced directly across the Volga into all bordering areas other than Manayev Kurgan, Yelshanka, and Spartanovka.
- B. During ice turns, the supply line cannot be traced to the Soviet East Bank. Special rules (6.3) apply.

6.1.2 German Supply Source

The German supply source is the German Rear.

6.2 Supply States

A unit can be in one of three supply states: supplied, unsupplied, and out of supply (OOS).

6.2.1 Supplied

A unit is supplied if it can trace a supply line.

6.2.2 Unsupplied

- A. A unit is unsupplied if it cannot trace a supply line, but has not been involved in combat since it became unsupplied.
- B. After attacking or defending normally, an unsupplied unit becomes OOS.

Exception: If the unit is defending and is attacked at odds less than 1:2, no supply is used.

6.2.3 Out of Supply

- A. OOS units attack and defend at half strength, rounded down, but never less than 1.
- B. Resupplying a unit (removing the OOS marker) occurs in the friendly Command Phase. A unit is resupplied by reestablishing a supply line.

6.3 Drift Ice on the Volga

As the rivers in the north froze, blocks of ice drifted down the Volga, blocking Soviet supply lines.

- A. In drift ice turns, Soviet units on the West Bank are all unsupplied, unless they can draw supply from the landings.
- B. Each Soviet controlled landing can supply one Soviet force in combat (attack or defense) per turn. Once a particular landing has provided supply, an OOS marker should be placed on it. All such OOS markers are removed at the start of each Soviet Command Phase during an ice turn.
- C. A landing may be used to supply a Soviet force with an OOS marker already on it. If so, the marker is transferred to the landing.

7.0. REINFORCEMENTS

Reinforcements can be ground units, new steps to rebuild existing units, and air power. Scheduled reinforcements are marked on the TRT. There are also some conditional reinforcements.

7.1 Arrival of Reinforcements

- A. Unless otherwise indicated, Soviet reinforcements arrive on the East Bank and German reinforcements arrive in Steppe I, II, or III (but not Steppe IV or the Rear).
- B. German reinforcements can be delayed one turn and can then be placed in the Rear.
- C. Enemy control of an area does not hinder the placement of reinforcements, but an entering attack may be necessary. A question mark indicates a possible choice of units arriving or of arrival time.

7.2 German Divisional Rebuild

- A. German divisions which have lost only one step can regain full strength. In the German Reserve Phase, the division must be in Reserve and in either a Steppe area or the Rear.
- B. Instead of moving, the division regains full strength.

7.3 German Withdrawals

- A. Certain German units must be withdrawn from the map on the turn indicated on the TRT. To be withdrawn, the unit must be able to trace a path to the German Rear.
- B. Germany may remove other units of the same type. (Panzer and motorized withdrawals considered the same type). Whole unit(s) must be removed, not just steps.
- C. A minimum of printed SPs to be withdrawn is specified on the TRT. If the specified unit does not have the necessary strength, additional units must be taken to meet the requirement.
- D. Previously removed units (or stand-ins) that return to play do so at the same strength as when they left.

7.4 Soviet Reserve Corps

- A. Some of the units earmarked for Operation Uranus can be sent to Stalingrad instead. One Reserve Corps can be brought into play per turn starting on Oct/3.
- B. A Reserve Corps consists of either:

1. Three A-divisions and a tank (+2), or
 2. One G-division, one A-division, one B-division, and a tank (+2).
- C. Each entered Reserve Corps delays Uranus by two turns and extends the German victory time limits by two turns as well. All markers should be moved on the TRT.
- D. The entry of Reserve Corps cancels Operation Uranus.
- E. A maximum of three Reserve Corps may be brought in during the game.

7.5 German Luftwaffe Summons

- A. Air power is summoned in the German Command Phase. For each summons, roll a die on the AAT (Row A1), giving the number of air points for that summons.
- B. Germany can make up to two summons per turn. Air points cannot be saved from turn to turn.
- C. Air points can be used as artillery points or for Stuka attacks (at two air points per attack, 5.4.4).
- D. Germany can choose to make additional Luftwaffe summons in batches of two, though they need not be used in the same turn). For each batch, the German Victory markers are moved back one turn.
- E. On turns when the Luftwaffe is summoned, Germany applies a +1 DRM to its artillery roll.

7.6 Soviet Dzerzhinsky Tank Production

- A. The Tractor Works at Stalingrad kept on producing and repairing tanks during the battle.
- B. During the Soviet Command phase, roll a die.
1. On a 1-2, no tanks are received.
 2. On a 3-4 one tank (+1) is received.
 3. On a 5-6, one tank (+2) is received.
- C. New tanks arrive at the Tractor Works.
- D. Continue rolling each turn until the Dzerzhinsky strongpoint is attacked twice or becomes German occupied.

7.7 Soviet Random Divisions

Starting with the Oct/3 turn, when a Soviet random division is scheduled to arrive, draw one division from a cup containing one A, one B, two Cs, and two M units.

7.8 German Pioneer Units

On the Nov/1 turn, Germany may receive three three pioneer groups or wait for the Pioneer-Division Stalingrad. (8.7)

7.9 Soviet 39th Guards Division

This unit arrives as an A division. In the Soviet Command Phase on the turn of arrival, the unit can be delayed one turn and arrive as a G division.

7.10 Playing Piece Limitation

- A. The number of counters for units represents a ceiling.
- B. If there are not enough units the following rules apply:
1. A weaker unit of the same type can be taken instead. (C for a B, Tank +1 for a Tank +2, etc.)
 2. The player can choose to delay receiving the units until one is available.
 3. There must always be a C and B available to reduce an A, if needed.
 4. There should always be six Soviet random divisions

available when needed to draw.

8.0 SPECIAL UNITS

8.1 Support Units

Support units represent units much smaller and more vulnerable than the standard divisions. They are marked with a plus sign in front of their combat strengths.

8.1.1 Attached Support Units

- A. A force can have one more support unit than it has normal combat units, thus a single combat unit can have two support units attached.
- B. Support units add their combat strengths to the force and are not considered separate in any way. They lose steps normally.
- C. Support units do not take on the characteristics of the combat unit to which they are attached.

Example: Soviet tanks attached to infantry divisions cannot infiltrate.

8.1.2 Unattached Support Units

- A. Unattached support units cannot hinder enemy movement in any way and cannot be considered for control/ domination over areas.
- B. Unattached support units are instantly eliminated if in a contested/enemy controlled area.

Exception: During the Movement Phases, support units can be momentarily unattached as they switch stacks.

8.2 German Divisional Breakdown

- A. German divisions can be broken down into smaller units.
1. Infantry divisions may be broken down into regiments.
 2. Motorized and panzer divisions may be broken down into panzer battlegroups.
- B. Infantry units can form the same number of regiments as they have steps (use of the division's last step counter may be necessary if breaking down a full four step division).
- C. Panzer and motorized divisions can form two panzer battlegroups (Kampfgruppen). The combined strength and number of steps may not exceed the division's.
- Example:** A panzer division of strength of 9 can form a 5 and 2 (three steps) Kampfgruppe or a 4 and 2 Kampfgruppe.
- D. A division may not be partially broken down. The whole division must be changed to smaller size units.
- E. Use the holding boxes on the map to keep track of the subunits belonging to specific divisions.
- F. When calculating the number of units in a force, all smaller units of the same designation count as a single unit. Remaining single units count as half a unit (rounding up).

8.3 Soviet Zero-Step Militia

Soviet M-class units are marked with an asterisk in front of their combat strength and are considered zero step units. These units are eliminated if there is an adverse result on the CRT (either A or D), regardless of actual losses. They do not count toward step losses.

8.4 German Defend-Only Units

- A. German security forces are various rear area units not intended for front-line duty. Their combat strength is enclosed in parentheses. This is a defense strength.
- B. A defend-only unit functions normally on defense. It adds nothing on attack and cannot be used to satisfy attacker step losses.
- C. A defend-only unit may not move in the Reserve Phase.

8.5 Soviet General Chuikov

- A. The Commander of the Soviet 62nd Army, General Chuikov was an unusually energetic and able tactician.
- B. His presence (in the form of his counter) provides the following benefits to the Soviets:
 - 1. Chuikov adds 1 SP to his force's combat strength. He must be stacked with the force. He does not count as a step, either for losses or artillery bonuses.
 - 2. Apply a DRM for cut-off die rolls for his forces by one in favor of the Soviets both in attack and defense.
 - 3. Chuikov can change the Soviet artillery expenditure by +1/-1 immediately after the German expenditure has been revealed (but before the combat die roll). This benefit extends to any Soviet attack/defense in the area where Chuikov is located.
- C. Chuikov can move up to three times in the Soviet Movement Phase (disengaging, moving, and disengaging again), and once in the German Attack Phase.
- D. Chuikov can leave/enter cut-off forces, but each time a die must be rolled: on a 6, Chuikov is eliminated.
Play Note: If Chuikov is forced to enter a cut-off force, the cut-off roll must be made.
- E. Chuikov cannot be alone. If he is with a force that is eliminated, roll a die:
 - 1. On a 6 he is eliminated.
 - 2. On any other roll, he is placed with any Soviet force in an adjacent area. If not possible, he is eliminated.

8.6 Soviet Guards Divisions

- A. All Soviet attacks, involving one or more G (and G+) divisions get a 1R shift on the D-CRT.
- B. If the Soviets suffer any loss, at least one step must be from a G division.
- C. The 13th Guards Division was an extra strong and rested unit. It starts as a G + division, reduces first to a G, and is then normal.

8.7 German Combat Engineers (Pioneers)

- A. Germany chooses on the Nov/1 turn whether to receive three engineer battlegroups that turn or the Pioneer-Division *Stalingrad* two turns later.
- B. German attacks in urban terrain or any strongpoint or fortification get the engineers' combat strength and a 1R shift on the D-CRT if any battlegroups participate.
- C. If the Germans suffer losses, at least one must come from the Pioneers.

- D. The German attack column shift is 2R if the Pioneer-Division is involved.
- E. The Division has four steps and can be rebuilt.

8.8 German SS-Division *Das Reich*

- A. In attack or defense in which *Das Reich* is involved, it must lose at least one step if any German losses are taken. If German Pioneers are involved in the same combat both an SS and a Pioneer step must be lost even if only one German step is required.
- B. *Das Reich* may rebuild normally.
- C. Bringing *Das Reich* into the game counts as one division eliminated when calculating victory conditions. In addition, every two steps lost from *Das Reich* counts as one division lost.

9.0 THE FIRST TWO TURNS

9.1 Soviet Unpreparedness

- A. During the German Attack Phase of the Sept/1 turn, German attack strength is doubled.
- B. German attack strength is normal during the Counterattack Phase.

9.2 Soviet Movement Restriction

During the Sept/1 and Sept/2 turns, Soviet units may not enter any Steppe, except for advance after retreat.

9.3 German Supply Problems

- A. At the end of the German impulse of Sept/1 turn, place OOS markers on all German forces except one of the German side's choice (unit or stack).
- B. Treat affected units as OOS (per 6.2.3). If a supply line exists at the start of the next German Command Phase, the marker can be removed normally.

9.4 German Movement Restrictions

- A. During the Sept/1 turn, all units of the 4th Panzer Army starting in Yelshanka may not enter the Steppe II or Mamayev Kurgan areas.
- B. This restriction is lifted the instant there are three or fewer Soviet units in the Yelshanka/ Southern City/ Central City areas combined.

9.5 Clarification for Overruns

The number of "days" for disruption is the same, although the turns are shorter.

10.0 VICTORY CONDITIONS

10.1 Ending the Game

The game ends when any of the following conditions is met:

- 1. Germany conquers the entire city. This is defined as all strongpoints (except Orlovka) are German controlled and there are no Soviet controlled areas on the Volga west bank.
- 2. Operation Uranus starts. This is defined by reaching the Operation Uranus marker on the TRT.
- 3. The end of the Soviet Impulse of the Dec/5 turn.

10.2 Victory Markers

10.2.1 In General

The three victory markers, Uranus, German Partial, and Draw, are placed on the TRT at the start on the turns marked on the back.

10.2.2 Marker Movement

These markers can be moved based on player decisions:

- A. For each Soviet Reserve Corps brought into play, all three markers are moved ahead two turns.
- B. For each additional two Luftwaffe summons, the two German victory markers are moved back one turn.

10.3 Victory

There are five types of victory: Soviet Total, Soviet Partial, Draw, German Partial, and German Total.

- A. If the game ends at the end of 1942 (Dec/5), it is a Soviet Partial Victory.
- B. If Stalingrad is conquered, the level of victory depends on when the city falls:
 1. If the city falls before either of the German victory markers has been reached, it is a German Total Victory.
 2. If the city falls on or after the German Partial Marker has been reached, but before the Draw marker, it is a German Partial Victory.
 3. If the city falls on or after the Draw marker has been reached, it is a Draw.
- C. The victory level can be altered due to excessive German losses to the or excessive Soviet commitment.
 1. For every three German divisions eliminated, change the victory level by one in favor of the Soviets. German panzer, motorized or engineer divisions count as two for this purpose.
 2. Each Soviet Reserve Corps brought in counterbalances one German division.
- D. If three Soviet Reserve Corps are brought into play, change the victory level one in favor of the Germans. Each eliminated German division counterbalances one Soviet Reserve Corps.
- E. If the game does not end until the Dec/5 and there are Soviet units in five of the eight areas bordering the Volga that can trace supply lines, change the level of victory by one in favor of the Soviets.

11.0 SCENARIOS

- A. Three are five scenarios. Each specifies the area of play, initial set-up forces, length of game, reinforcements, and the victory conditions.
- B. The number after each unit is its initial strength.

11.1 Introductory Mini-Game: The Battle for Red Square

11.1.1 Areas in Play

- A. Yelshanka, Red Square, Southern City, Central City and Steppe I.
- B. The Soviets may not enter Steppe I or Yelshanka.

11.1.2 Initial Setup

11.1.2.1 First Turn and Length

First Turn: Sept/1

Length: Depends on the option chosen by the Soviets in 11.2.2.3.

- A. If Germans take 71st Inf and APs (11.2.2.4.1), reduce the length by one turn.
- B. If the Soviets take the 13th Guards (11.2.2.4.2), increase the length by one turn.

11.2.2.2 German Units in Yelshanka

14th Pz (11), 29th Motor (10), 94th Inf (7), PzKg (4), 7 APs.

11.2.2.3 Soviet Units in SC, RS, CC Areas:

1 x tank (+1), 1 x AP. Secretly select option from below:

Option	Units	Length (# turns)
I	5 x C, 1 x B	3
II	3 x C, 3 x B	4
III	3 x C, 2 x B, 10th NKVD (G)	5
IV	2 x C, 2 x B, 1 x A, 10th NKVD (G)	6

11.2.2.4 Reinforcements

11.2.2.4.1 German

- A. All appear in Steppe I:
 1. Each turn except first: 3 APs.
 2. Second turn or later: 71st Inf (8) + APs = 1 die roll. If taken, the length is shortened by one turn.
- B. The 29th Motor is not withdrawn.

11.2.2.4.2 Soviet

All appear in the landings:

1. Each turn except first: 1 x AP
2. First turn or later: 13th Guards (G+). If taken, the length increases by one turn.
3. Fourth turn or later: 1 x B.

11.2.2.5 Victory Conditions

Apply when game ends.

- A. German win if there are no Soviet forces at all or only one step of Soviet units and it is cut-off.
- B. Draw: if all Soviet forces are cut-off.
- C. Soviet win otherwise.
- D. If a German division is eliminated, Soviets automatically win.

11.2 Solitaire Scenario: Red Square Revisited

11.2.1 Areas in Play

- A. Yelshanka, Red Square, Southern City, Central City, and Steppe I.
- B. The Soviets may not enter Steppe I or Yelshanka.

11.2.2 First Turn and Length

First Turn: Sept/1

Length: For every four Soviet infantry SPs (rounded up), the game lasts one turn, with a minimum of three turns.

Example: Soviet forces drawn are 3 x B, 1 x A, 1 x C = 16 SPs. The game would last four turns.

11.2.3 Initial Setup

11.2.3.1 German Units in Yelshanka

14th Pz (11), 29th Motor (10), 94th Inf (7), PzKg (4), 7 x APs

11.2.3.2 Soviet Units

- A. +1 tank
- B. Draw six units at random from a cup with 4 x C, 4 x B, 2 x A, 10th NKVD, 13th Guards. No APs.

11.2.3.3 Reinforcements

Germany receives 2 x APs per turn.

11.2.3.4 Victory Conditions

Same as Scenario 11.1.

11.3 Standard Game: Struggle for Stalingrad

11.3.1 Areas in Play

Use the entire map.

11.3.2 First Turn and Length

First Turn: Sept/1

Length: See 10.1.

11.3.3 Initial Setup

11.3.3.1 German Units

Area	Parent	Units
Yelshanka	4th Pz Army	29th Motor, 14 Pz (11) 94th Inf (7), Pz KG/24th Pz (4)
Steppe II	6th Army	71st Inf (8), 295th Inf (7), Pz KG/24Pz (5), STG (+4), 389th Inf (5), Kg Stahel.
Artillery	Start on A1	
Luftwaffe	2 x summons	

Clarifications: The 24th Panzer division starts as two full strength battlegroups. Place the 24th Pz division counter in Holding Box F at full strength (11). 71st Infantry division starts at strength 8. German divisions starting in the Steppe may be held in reserve, and rebuilt at the end of German Reserve Phase if not moved. Holding Box D is intended for destroyed German units.

11.3.3.2 Soviet Units

Setup anywhere except Steppe/Rear

- A. Chuikov, 2 tanks (+2), 2 tanks (+1)
- B. Select one of these secretly:
 - 1. 10 NKVD (7), 1 x A, 4 x B, 7 x C, and 3 x M
 - 2. 2 x A, 7 x B, 4 x C, 3 x M
 - 3. 1 x A, 10 x B, 2 x C, 3 x M
- C. Place Orlovka Salient Fortification markers
- D. 2 x APs.

11.3.4 Reinforcements

Use those on the TRT.

11.3.5 Victory Conditions

See 10.2 and 10.3.

11.4 Short Game: Dash to the Volga

11.4.1 General Setup

This scenario is identical to the standard game (11.3) with the exception of the victory conditions and the following rules changes:

- A. The game ends on the Soviet Command Phase Oct/3.
- B. Do not withdraw the German 14 Pz and 29 Mot.
- C. The SS-Division *Das Reich* enters Oct/2.

11.4.2 Victory Conditions

- A. If Stalingrad falls (10.1) before the end of the game, it is a German Total Victory. If not, it is a Total Soviet Victory.
- B. If Germany loses three or more divisions, it is automatically a Total Soviet Victory.

11.5 Long Game: Fight to the Finish

This scenario is identical to the standard game (11.3) except:

- A. The Soviets receive four Reserve Corps, one each on

Oct/3, Oct/4, Oct /5, Nov/1. This counts as four eliminated German divisions for victory conditions even if the game ends prior to Oct/3.

- B. There is no Operation Uranus.

12.0 DESIGNER'S NOTES

The following comments are intended to provide a basis for some of the design decisions used in *Struggle for Stalingrad*.

12.1 German Units

- A. Most German units are divisions, a military formation of about 10,000 men at full strength. In the game, most of these divisions have four steps and a combat strength of 9-11 points. This means that a German combat strength point represents about 1000 men, roughly one battalion, or about 20 tanks.
- B. German infantry divisions consisted of nine battalions in three regiments. German motorized divisions consisted of six motorized infantry battalions (in trucks) in two regiments, a battalion of tanks (about 40), and a recon battalion in half-track armored personnel carriers. German panzer divisions had four motorized infantry battalions (one in half-tracks, the rest in trucks), three battalions of tanks (about 150) in one panzer regiment.
- C. Most panzer divisions in the Wehrmacht had two panzer battalions, but the ones at Stalingrad were reinforced. On the other hand, the units were fatigued, so the strength was calculated for 100 tanks. Both motorized and panzer divisions had a motorized anti-aircraft "flak" battalion, which was also used against ground targets – it was armed with the famous 88 gun. Due to German air superiority at the time, these units are included for ground use.

12.2 Soviet Units

For game purposes, Soviet infantry units are considered divisions, tank units are brigades. Soviet organization was considerably looser than the Germans, due mainly to huge losses. A division could be from 5,000 to 10,000 men. Most Soviet infantry was hastily trained and poorly equipped. Guard units (often created from units that had done particularly well in combat) received better manpower, officers, and equipment and were on par with German infantry. Soviet militia (zero-step units) are partially local militia and partly figments of German imagination. Soviet tank brigades (one step) correspond to 10 T-34 tanks or about 20 light tanks.

12.3 German Reserves

German reserves reflect the better organization and training of the Wehrmacht and provide an exploitation force after all Soviet units in an area have been eliminated or cut-off during the German Attack Phase. The best place to put reserves is the Steppes, where the rebuild option is available if no valuable exploitation targets are available.

12.4 Overruns

Overruns are a way of attacking during the Movement Phase in the hopes of clearing out a weak defense and clearing the way for a deep penetration. The cost is

potentially bad odds as well as the threat of disruption. A disrupted unit is extremely vulnerable. It should be remembered that a unit cannot interrupt its overruns to allow other forces to move.

12.5 German Divisional Rebuilds

The first step a German division loses is considered to be mainly due to fatigue, disorganization, and mechanical wear and tear. It is thus easy to regain.

12.6 German Pioneers

Historically, the Pioneer groups (five separate battalions) were chosen. The division available to the German player is completely hypothetical and reflects further training and organization. Gen. Paulus was heavily criticized for throwing the Pioneers into the battle piecemeal and nearly unprepared.

12.7 Das Reich

At this time the division was training in France and was involved in knocking out Vichy France in November. It arrived in Kharkov in late January, 1943. The symbol on the counter is panzergrenadier, but the SS panzergrenadier divisions were more panzer than Wehrmacht panzer divisions. The division's five steps and its drastic combat strength losses for each step are due to unfinished training. Its high combat strength is partly due to fanaticism and ferocity, thus they lose strength rapidly. The strength was calculated based on 200 tanks, scraped together from other SS divisions, hence the great cost in victory.

12.8 Strategic Hints

12.8.1 German Strategy

- A. The Germans are in a race against time and must win within a specific time period, but without excessive losses. The Germans cannot focus completely on offense, however. If they do not think a bit about defense, their maneuvering room will be sharply curtailed by harassing Soviet forces. Germany's greatest asset is flexibility – the Soviets can be hit almost anywhere on the map. If the Germans cannot be easily moved around, the Soviets will be able to place their defenders accordingly.
- B. It is probably a good idea to crush the southern part of the city quickly, then move those forces on. Mameyev Kurgan is important in its own right, holding two artillery bonuses, but contesting that area also cuts the Soviet defense into two non-supporting sectors. Grab the landings, but remember that before the ice period, one landing in Soviet hands is as good as six.
- C. An intriguing strategy is the "Orlovka Punch." Mokraya Metshetka borders on many areas, so if it falls to the Germans, the Soviets will be hard pressed to guard against all the possibilities. The "Punch" is to put all possible forces against Mokraya Metshetka on the first turn and break through.
- D. In general, the Germans should use "defeat in detail" (splitting the Soviets into non-supporting sectors), "freedom of maneuver" (the ability to move and strike any weak spots fast and unexpectedly), and economy of force.

12.8.2 Soviet Strategy

- A. The Soviets are playing for time. Remember that a single C-division in a strongpoint on the last turn is enough to ensure total victory! Strategically, the Soviets have to react to any German initiative and concentrate on tripping the Germans up tactically. However, a thrust against the Steppes may go a long way to ruin German plans and impetus. A spirited Guards attack may also turn the tide, but it is probably better to let the Guard Units "disappear" among the other units. This way the Germans will have to overensure their attacks.
- B. It is hard to comment on the desirability of bringing in the Reserve Corps. The possibility that their presence would prevent the imminent fall of the city must be balanced against the extra turn(s) the Germans would get for the partial victory conditions and the absorption of losses.

12.9 Tactical Hints

12.9.1 Clearing Area and Cutting Off Units

It is sufficient to cut-off units in an area to move through. The Germans can cut-off/eliminate Soviet forces and allow the Reserves to plunge through the Soviet lines. Cut-Off units are out-of-supply after being attacked a second time and thus weaker for the third attack.

12.9.2 Pinning

If the enemy-controlled area is only occupied in strongpoints, move a weak unit in. It will pin the enemy forces so they cannot move freely during their Move Phase.

12.9.3 Retreat Into a Strongly Held Area

The defender retreats his unit. If the attacker advances, he risks being wiped out in the Counterattack Phase at little disadvantage to the retreating side. But consider the lines of supply before retreating.

12.9.4 Covering Force in Friendly Controlled Area

In such an area, units can be spared. Put weak units into strongpoints and landings and one strong free-in-area force. The stronger force must be attacked in an entering attack and (if one unit) can retreat. It is probable that the entering force does not have enough firepower to attack the strongpoints/landings effectively.

12.9.5 Soviet Deception

This is a prime Soviet tactic. Where the Germans expect weak forces, put strong ones and vice versa. Think about building forces to cause a Big Battle (5.8) for extra German losses. In addition, the Germans might have to divert forces from elsewhere to help units that are in trouble. Use disengagement to sneak the strong forces away. The Germans will be forced to overensure their attacks or take the risks and get a bloody nose. Besides, it is hilarious to see a militia unit attacked by two panzer divisions!

12.9.6 German Blitzkrieg

Use Stuka attacks to disrupt enemy forces so they cannot retreat. Overrun in the Movement Phase and/or attack in the Attack Phase. Have units in reserve: weak units to grab landings and strongpoints. Cut lines of supply or tie down

Soviet units: strong units to overrun if necessary or to mop up. Cut-Off units cannot stop reserves.

12.9.7 German Probes and Back-Up Attacks

If there are two or more Soviet forces in the area that may be strong, use three or more forces. The first attacks reveal the Soviet strength and in the same phase, the German back-up units can attack again to best advantage, maybe putting the cut-off forces out of supply.

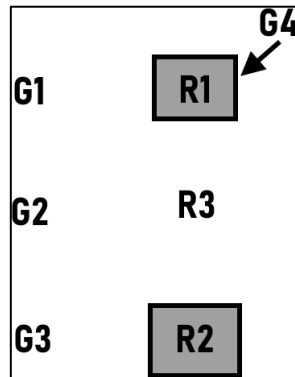
13.0 COMBAT EXAMPLES

13.1 Combat Example 1

Soviet forces R1 and R2 are in strongpoints; R1 is cut-off and surrounded by German G4.

13.1.1 Possible German Attacks

- R1 may only be attacked by G4 (5.1.2.E). If G4 attacks any other Russian force, R1 immediately loses cut-off status.
- R2 may only be attacked by G1, G2, or G3 (one force maximum, 5.1.2.C).
- R3 may be attacked by G1, G2, and G3 or any combination (5.1.1).



13.1.2 Possible Soviet Attacks

- R1 can only attack G4 (5.1.2.D).
- R2 can attack G1, G2, or G3, but not G4 (5.1.2.B).
- R3 can attack any German force, including G4 (5.1.2.A).

13.2 Combat Example 2

- In the Central City area, two German forces attack a single Soviet force of two units. The German forces are: 14 PzR (11) + one STG (+4), and 389 Inf (5) and one Pioneer Bn (+2). The forces are supplied.
- In the second step, the Soviets reveals their defenders: an A class division (5) and a +2 tank brigade. The defenders are supplied.
- Both players secretly note their artillery expenditures; the Germans use 5 APs, and the Soviets use 3 APs.
- Combat odds are determined, 22 attacking SPs versus 7 defending SPs, for 3:1 odds.
- Rolling on the D-CRT, a 1R shift is used due to the presence of the German Pioneers (8.7), and a +2 DRM will be applied for the difference in artillery commitments (5.4.3.2). The roll is a 5, modified to 7. On the 4:1 column, the defenders accrue a result of 3.
- A roll on the Cut-Off Table is next: The Soviet force is considered unstacked, or a single unit, since the tank brigade is a support unit, so the one unit row is used (4.2); roll is a 2: the force is cut-off. The Germans immediately designate the 389th as the surrounding force.
- The Soviets now roll on the Terrain Defense Table for the defender in urban terrain: 1, 4, and 5. The 4 and 5 rolls remove two results, dropping Soviet losses to 1. As the force is cut-off, there can be no retreat (5.10.C), so the Soviets take the one loss by removing the tank

brigade.

- Rolling on the A-CRT (Urban Terrain), applying -1 DRM for a +2 artillery advantage (5.4.3.3), the Germans roll a 4, modified to a 3, generating a 1 result. The Germans must remove one step and, as the Pioneers were involved in the attack, the loss must come from that battalion (8.7.C). With this, the combat is over.

13.3 Combat Example 3

- It is the German Movement Phase. The Germans note the Soviets have left the Tractor Works area, the Factories area, and the "Tennis Racquet" area vacant to present a front line. There are two free-in-area Soviet forces in the Worker's Settlement area and the Germans decide to attempt to overrun them and exploit the thin Soviet line. The attacking unit is 6 Pz (14). No support units are sent as they have no strength in overrun (5.12.2).
- 6 Pz moves into Worker's Settlement and attacks one of the free-in-area forces. Its attack strength is computed at $5 + (9/2)$ or 10 (5.12.1). The Germans allocate 4 APs to the attack. The Soviet unit is revealed to be a B division, and 6 APs are allocated. This number is halved due to the overrun (5.12.3)
- Odds are 3:1, with a +1 DRM. The roll is a 2, modified to a 3, for a 1 result. Cut off roll is a 6, so the unit is not cut-off. Roll on the Terrain Defense Table for the defender in urban terrain is a 4, so 6 Pz is reduced to strength 10.
- Finally, a day die is rolled for a 3 (5.12.5). The 6 Pz has accumulated three disruption points, which is less than six, so it may continue to attack.
- 6 Pz attacks again with a new strength of 8 at odds of 2:1 and with 2 APs. The Soviets have no APs left. Combat proceeds normally, the B division is eliminated and 6 Pz suffers no losses. Day die roll is 2, making the accumulated day total for 6 Pz at 5, still less than 6, so the unit attacks the second free-in-area Soviet force.
- It is revealed to be a Militia unit, strength 1. Odds are 7:1+, in combat, there is a D-CRT result so the unit is immediately eliminated (8.3). 6 Pz suffers another step loss, reducing it to 7. The day die roll is 4, making the accumulated total 9. 6 Pz is disrupted, but Worker's Settlement now has no Soviet forces and is under German control. The way to the Volga is open!

14.0 CREDITS

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