NUTS!
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Rules of Play

STALINGRAD
ROADS

BATTLE ON THE EDGE OF THE ABYSS

1 Definition of Game Terms and Components

1.1 The Units

1.1.1 Combat units (referred to as 'units' in the rules) represent the troops of the two sides which participated in the military operations simulated in this game.

1.1.2 There are three types of units in the game:
- German or Soviet divisions, Soviet armored and cavalry corps,
- Headquarters (HQ),
- Armor or infantry Kampfgruppen.

Unless specifically noted, all rules apply equally to divisions and corps. To facilitate reading the rules, the term 'division' will be used to indicate divisions and/or army corps.

1.1.3 Every division counter has the following informational characteristics:

Unit designation — Elite capacity — Attack strength — Defense strength — Movement Points

The flip side of a division counter represents the same unit but with reduced factors. Divisions have two step losses (see 1.3).

1.1.4 Divisions are either armored or non-armored units:
- **armored divisions** have an armored vehicle silhouette in the center of the counter.

- **non-armored divisions** have a symbol (generally NATO) in the center of the counter. *Note: these symbols are solely for illustrative purposes and have no other function in the game.*

1.1.5 Some German armored divisions are composed of two or three individual component unit counters each bearing a horizontal stripe of the same color. For game play, each individual component unit functions as a division except for the following points:

- Components of the same armored division only count as one stacking point (see 1.11) when stacked together in a single hex.
- If an armored attack is declared during combat, and if all the components of an armored division present on the map take part in the attack, then those combined components of the division only count as half a unit in exploitation.
- At the moment of elimination, only the last component of an armored division remaining on the map can generate a KG.

1.1.6 Some divisions have their attack factor printed on a black or black and white background to indicate that they can perform an armored attack (see 8.6).

1.1.7 Each HQ counter has the following informational characteristics:

Command Radius — Unit designation — Movement Points — Defense strength
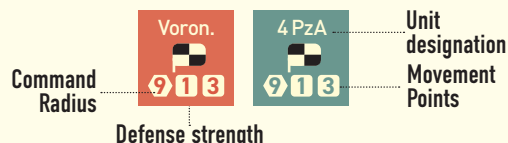
The flip side of an HQ counter represents the same HQ unit in Pontoon mode. Movement and supply penalties due to rivers are negated at the hexside where the arrow points. An HQ on this side otherwise functions normally, but may not move.

1.1.8 KGs appear after destruction of German elite units. They follow the same rules as divisions, and differ only by the unit symbol (vehicle silhouette or foot soldier, without a NATO symbol or historical designation). Unless specified, the rules concerning divisions apply equally to KGs.

1.2 Command Radius (CR)

1.2.1 The CR of an HQ is specified as a number of hexes (not MPs), and characterizes its ability to command and supply troops within its proximity.

1.2.2 The CR is counted from the HQ hex (excluded) to the hex containing a unit (included). To be situated in the CR of an HQ, the unit must be located at a distance equal to or less than the CR. Hexes connected by road or rail count as a half hexes for the distance calculation, **but only if the HQ is located in a city *and* on a rail line leading to a friendly supply source**.

1.2.3 The CR cannot enter or cross a hex containing an enemy unit, nor enter a hex adjacent to an enemy unit unless the hex is also occupied by a friendly unit.

1.2.4 The CR may not cross a major river hexside without a bridge (either depicted on the map or created by an HQ in pontoon mode), a ferry or Bridging Unit support marker.

See Example #1

Armored divisions   Infantry   Cavalry   Mountain infantry   Security (Sicherungs)   Elite

Example #1 - Command Radius

In this example, where the major river is not frozen, the German 298th Division is not within command radius of HQ Lanz. Given the presence of enemy units, the command trace may not cross hexes 1511 and 1613. Further, the command trace may not cross the non-frozen major river. The only possible path would be hexes 1410-1411-1412-1413-1414-1515-1614, but this is a path of seven hexes, thus greater than the HQ's range of six hexes. If the headquarters was located in the city in hex 1409, then the hexes in the connected road or rail path would count as ½ hex each, and the unit would be within the command radius of the HQ. If the major river was frozen, the command trace could pass through hexes 1410-1411-1412-1413-1514-1614 ●

1.3 Step Losses

1.3.1 Each unit has one or two potential step losses, which represent its current strength. The front side of the counter represents the unit at full strength. If the unit takes a step loss as a result of combat, it is turned over to its flip side which has reduced combat factors. If the reduced unit takes another step loss it is eliminated.

1.3.2 Units without a flip side (including HQs), have only one potential step loss. They are eliminated after the first step loss result.

1.3.3 Place eliminated units into the owning player's Eliminated Units box on their player aid.

1.3.4 Place units withdrawn from the game because of Unit Withdrawal or Upgrade (see 18), eliminated KGs (see 8.15.8) as well as units eliminated while under OOS-FS status (see 10.2) in the owning player's Withdrawn Units box on their player aid. These units may not be rebuilt.

1.4 Game Markers

1.4.1 Various markers are used to convey information. They are placed either on the map, on player aids, or directly on to unit counters. Their use is explained in the appropriate rule sections.

1.5 Supports

1.5.1 Support markers are used by the players to influence military operations. These markers not only represent material support, but may also represent particular events which occurred during the course of the campaign.

1.5.2 The support markers can be used in two ways:
- Application of the specific event indicated on the front side of the marker (see player aid).

- In a generic manner to accomplish various game actions such as armor replacements, strategic movement, etc. In these cases, the specific events and conditions linked to the marker do not apply.

Example: an Air support can be used in a generic manner to replace an armor loss, even in bad weather.

1.5.3 If drawn, events noted on support markers marked with a white circle on their flip side (Stalin, etc.) **must** be played as events on the turn they are drawn.

1.6 Offensive Markers (OM).

1.6.1 Only the Soviet player has Offensive Markers.

1.6.2 The Offensive Markers possess an action radius expressed as hexes, calculated from the OM's hex (excluded) to the unit's hex (included). The action radius is independent of terrain and enemy units.

1.6.3 The flip side of the OM marked 'Stalingrad' is restricted for use only within one hex radius of Stalingrad (against Axis units encircled in the city). The action radius is then modified (see 11.1.2).

1.7 Nationality

1.7.1 Units belong to one side, Soviet or Axis.
- All Soviet units are one nationality.
- Axis units may be different nationalities.

1.7.2 The term, 'Axis' designates all units on the Axis side (Germany and her allies). If a specific nation is cited, then only the units of this nation are affected by the rule.
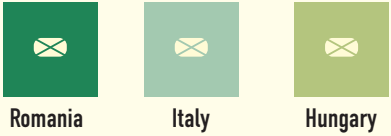
Soviet		German		Allied Nations		
Regular unit	Guards unit	Wehrmacht	Waffen SS	Romania	Italy	Hungary

1.7.3 Unit nationality impacts stacking (see 1.11.6), supply (see 4.3), use of supports, organization of combats and German Superiority.

1.8 Terrain

1.8.1 Multiple terrain types: only the predominant terrain type in a hex affects movement and combat. Example: hex 2109 is clear terrain. (See Terrain Effects Chart for all types.)
Note: a road or rail route can nullify the effect of other terrain for movement costs.

1.8.2 Three types of urban areas are found in the game: villages, cities and major cities. All rules explicitly referencing cities apply to cities and major cities, but do not apply to villages unless specifically noted.

1.8.3 The Major City of Stalingrad is composed of hexes 1334 and 1434. The urban areas in hex 1335 and hex 1435 are not part of Stalingrad proper, and do not count when determining ownership of the city (see 10, 11, 17 and scenarios).

1.8.4 Sea inlets (ex: 0414) and lakes (ex: 0834-0835) are considered impassable for movement, combat, supply line and command radius determination. Supply line and command radius traces are not cut by enemy units situated on the other side of an inlet or lake.

1.9 Rounding Rules

1.9.1 Always round the result up after a number is halved.
1.9.2 A number halved and then doubled remains unchanged. Half the sum of multiple numbers AFTER adding them together.

1.10 Hex Control

1.10.1 A player controls and captures a hex as soon as a unit moves through it, or if one of his units occupies the hex at the end of any phase. By convention, all hexes west of the frontline at the start of the game are controlled by the Axis player, and all other hexes are under the Soviet player's control.

1.11 Stacking

1.11.1 Stacking occurs when more than one friendly unit simultaneously occupies a single given hex. This group of units is called a stack. The number of units permitted to occupy a given hex is limited, as explained below.

1.11.2 Stacking is checked at the end of every game phase. The owning player must eliminate as many units as needed to respect legal stacking limits if exceeded at the end of a phase.

1.11.3 Stacking is limited to three division-type units or KGs in a single hex.
Example: 2 divisions and 1 KG reach the legal stacking limit in a hex.

1.11.4 HQs do not count towards the stacking limit, but only one HQ is allowed to occupy a given hex.

1.11.5 Some German divisions are composed of 2 or 3 counters. For the stacking calculation, the ensemble of these counters counts as only one unit as long as they belong to the same division.

1.11.6 Hungarian and Romanian unis may not stack together in the same hex, otherwise any Axis units may stack together.

2 Game Sequence

- **Weather phase (see 3)**
- **Soviet Player Game Sequence**
  - Supply phase (see 4)
  - Soviet Offensives phase (see 11)
  - Support phase (see 5)
  - Operation Mars Progress phase (see 6)
  - STAVKA phase (see 13)
  - Movement phase (see 7)
  - Combat phase (see 8)
  - Exploitation phase (see 9)
  - Reinforcements and Replacements phase (see 17)
- **Axis Player Game Sequence**
  - Supply phase (see 4)
  - Stalingrad Supply phase (see 10)
  - Support phase (see 5)
  - Movement phase (see 7)
  - Combat phase (see 8)
  - Exploitation phase (see 9)
  - Reinforcements and Replacements phase (see 17)

3 Weather Phase

3.1 Determine Weather Conditions

3.1.1 Weather is determined at the beginning of each turn. The Soviet player rolls 2d6 and refers to the Weather Table on the back of this rulebook, or on the dedicated player aid to obtain the weather and cloud cover conditions for the current turn.

3.1.2 After the conditions are determined, the Weather, Cloud Cover and River Status markers are placed in the corresponding boxes on the Weather track at the bottom of the Operation Mars player aid.

3.2 Types of Weather

There are two possible weather conditions:
Mud (M) and Snow (S).

Mud (M)　　Snow (S)

3.2.1 Snow Effects: none (the Terrain Effects table already takes the effects of snowy conditions into account).

3.2.2 Mud Effects:

- Units may not spend more than 2 movement points and strategic movement is not permitted.
- Attacker's tactical results are not modified by the defender's terrain; however the following rules apply:
  - **(a)** D1 results are ignored,
  - **(b)** E, E2 and E3 results are transformed to Eng, apply only the attacker Eng losses,
  - **(c)** All other results are applied unchanged.
- Minor Rivers are treated as Major Rivers for all purposes.
- Units may not enter a hex adjacent to an enemy unit while crossing a minor or major river, except when crossing at a bridge/pontoon/ferry. This is true for enemy units located on either side of the river.
- No attacks across major rivers are permitted, except via a

bridge. A bridge (depicted on the map, HQ in pontoon mode or a Bridging Unit marker) cancels the river effect on movement and enables an attack across the river with the attack factors divided by three (rounded up).

3.3 Types of cloud cover

Three sorts of cloud cover are possible:

Clear	Overcast	Blizzard
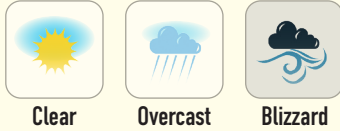
- **Clear Sky** (CS): no effect.
- **Overcast Sky** (OS): air support markers may be placed on the map but their effect is limited to the hex they occupy.
- **Blizzard** (Bz): air support markers may not be placed on the map. A penalty is applied to Stalingrad supply.

3.4 Frozen Rivers

At the beginning of the game, no rivers are frozen.
- An **'rf'** result causes minor rivers to freeze.

NOT FROZEN	MINOR RIVERS FROZEN	MAJOR RIVERS FROZEN

Consequences: minor river effects are ignored for movement. A stack attacked solely across minor river hexsides gains a one point defensive bonus after application of all other modifiers.
- An '**RF**' result causes major rivers to freeze.
Consequences: major rivers effects are downgraded to minor river effects, and minor rivers effects are identical to an 'rf' result. Marshes are considered as forest terrain for all purposes.
Exception: if a 'M' result occurs on the FEB IV turn, then an 'RF' result for the following turn is considered to be an 'rf' result.

3.5 Weather Table

(See below)
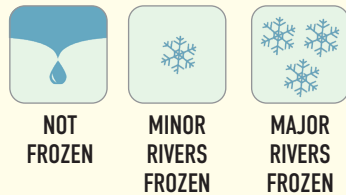
4 Supply Phase

During this phase, the phasing player checks the supply status for each of his HQs, then for each of his units.

4.1 HQ Supply

4.1.1 In order to be in supply, an HQ must be situated directly on a supply source, or on a communication route (road, rail) leading to a supply source (see 4.2, 4.3). This Line of Supply (LOS) may be of unlimited length, but may not cross through a hex containing an enemy unit or a hex adjacent to an enemy unit, unless the hex is occupied by a friendly unit.
4.1.2 HQs unable to trace a valid LOS are removed from the map, and subsequently returned during the Reinforcements and Replacements phase of the same turn.
4.1.3 During the Supply phase an HQ in supply and adjacent to a minor or major river may be turned over to its flip side, thus allowing it to function as a pontoon. The arrow is pointed towards a river hexside, thus creating a bridge which cancels the river's effect on movement and supply (if a major river).
4.1.4 At the beginning of the Supply phase, an HQ on its pontoon side may be flipped back to its face side, which immediately dismantles the pontoon bridge.

4.2 Supply Sources

4.2.1 Each hex on the map containing a Soviet supply symbol is a supply source for the Soviet player. Some of these hexes are not active until a specific game turn, noted by a date printed in the symbol on the map.
4.2.2 Each hex on the map containing an Axis supply symbol is a supply source for the Axis player.
4.2.3 The supply source hexes function in a manner similar to an HQ with a logistics radius (LR) of 4 hexes to supply friendly units.

4.3 Unit Supply

4.3.1 To be considered in supply, a unit must be situated within the Command Radius (CR) of an HQ (see 1.2) of the same nationality (see 1.7) which itself is in supply at the moment of the supply check for the unit; or be situated within the logistics radius of a friendly supply source.

WEATHER TABLE

S - Snow
M - Mud
rf - minor rivers frozen

RF - major rivers frozen
S/rf - Snow, and minor rivers frozen

S/RF - Snow, and major rivers frozen
CS - Clear Sky

OS - Overcast Sky
Bz - Blizzard

2d6	NOV IV	DEC I	DEC II	DEC III	DEC IV to FEB III	FEB IV	MAR I	MAR II	MAR III
2	S - CS	S - CS	S - CS	Srf - CS	S/RF - CS	S/rf - CS	S - CS	S - CS	S - CS
3	S - CS	S/rf– CS	S/RF – CS	S/RF – CS	S/RF - CS	S/RF – CS	S/RF – CS	S/rf– CS	S - CS
4	S - CS	S/rf– CS	S/RF – CS	S/RF – CS	S/RF - CS	S/RF - CS	S/RF – CS	S/rf– CS	S - CS
5	S - CS	S - OS	S - OS	Srf - OS	S/RF - OS	S/rf - OS	S - OS	S - OS	S - CS
6	S - OS	S - CS	S - CS	Srf - CS	S/RF - CS	S/rf - CS	S - CS	S - CS	M - CS
7	S - OS	S - OS	S/rf– OS	S/RF - OS	S/RF - OS	S/RF - OS	S/rf– OS	M - OS	M - OS
8	S - OS	S - OS	S - OS	Srf - OS	S/RF - OS	S/rf - OS	S - OS	M - OS	M - OS
9	S - OS	S - OS	S - OS	Srf - OS	S/RF - OS	S/rf - OS	M - OS	M - OS	M - OS
10	S - Bz	S - Bz	S - Bz	Srf - Bz	S/RF - Bz	S/rf - Bz	M - Bz	M - Bz	M - Bz
11	S - OS	S - OS	S - OS	Srf - OS	S/RF - OS	M - OS	M - OS	M - OS	M - OS
12	S - Bz	S - Bz	S - Bz	Srf - Bz	S/RF - Bz	M - Bz	M - Bz	M - Bz	M - Bz

Exception: a German HQ may supply Italian, Hungarian and Romanian units. An Italian, Hungarian, or Romanian HQ can supply up to 3 units of a different nationality (Exception: Hungarian and Romanians may not supply each other).
Reminder: an HQ's CR may not pass through an enemy unit, a hex adjacent to an enemy unit unless occupied by a friendly unit, or across an unbridged major river.
4.3.2 A unit unable to fulfill any of these conditions is considered to be out of supply (OOS).

4.4 Out of Supply Effects

4.4.1 A unit determined to be out of supply is marked with an OOS marker, which remains with the unit until the next Supply phase.

4.4.2 Out of supply units have their attack, defense and movement factors divided in half.
4.4.3 Out of supply units may use only one movement point during the Exploitation phase (see 9), or when performing a tactical R result.
4.4.4 Out of supply units may not enter a hex which places them further from the closest friendly HQ (But see 10.2.3 for FS-OOS movement.).
Exception: Out of supply elite units may move in any direction without restriction.
See Example #2

4.5 Supply Shortage

Serious logistical problems caused by extremely overextended supply lines challenged the general staff of both sides. The rules simulating these difficulties are found in the different sections of the rule book as well as in the special rules for each scenario. They are summarized in this section.
4.5.1 HQ Command Range: For CR determination, connected road and rail hexes count as a half-hexes **only if** the HQ is located in a city and on a railroad leading to a friendly supply source.

4.5.2 Supports: First turn excepted, and for as long as Stalingrad is not entirely under Soviet control, the Soviet player must put an extra support marker back into the draw pool (coming from any Available Supports box) in order to play an Artillery or Katyusha Support marker east of the Don, south of line 14xx (inclusive)
4.5.3 Strategic Movement: Players may not move units off road or rail using strategic movement unless a support is spent at the beginning of the Movement phase.
4.5.4 Soviet Lost Momentum: The Soviet player is penalized for each movement of his HQs (see 12).

5 Supports Phase

5.1 General Concepts

5.1.1 Consult the set up instructions at the start of each scenario, and place the designated Support markers into two separate draw pools, one for each player.
5.1.2 During the Support phase, the phasing player randomly chooses his Support markers from his draw pool and places them, event face down, into the appropriate Available Supports box(es).
5.1.3 There is no limit on the number of Support markers which may be placed in any given Available Supports box.
5.1.4 Players may examine their available Support markers at any time.

5.2 Return of Support Markers to the Draw Pool

5.2.1 The phasing player returns all Support markers played during the previous turn to the draw pool at the start of the Support phase (those still in the various Available Supports boxes remain there).
Exception: some specific Support markers may remain on the map if so indicated (see Description of Supports player aids).

5.3 Acquisition of Soviet Support Markers

5.3.1 The Soviet player has 4 Available Supports boxes:
- 1 STAVKA Available Supports box.
- 2 Minor Offensive Available Supports boxes.
- 1 Major Offensive Available Supports box.

5.3.2 Each turn the Soviet player rolls 2d6 for STAVKA Available Supports and 2d6 for each Minor Offensive box whose Offensive marker is present on the map. The Soviet player modifies the die roll results depending on the location of the Offensive Markers on the map (see 5.3.5) and consults the corresponding column in the Acquisition of Soviet Supports table on the Soviet Supports player aid. The value indicates the number of Support markers to draw for each type of Available Supports box.

Krasnograd

During the German player's Supply phase, the supply status of headquarters is determined first. HQ Lanz is in supply since it can trace supply from hex 1701, as the security unit 156Vi cancels the effect of the 172nd Soviet Division. Next the German player determines the supply status of his units. The 156Vi Division is within command radius of the headquarters and is supplied. The division in hex 1803 is not in supply because Soviet units have surrounded it, and interfere with the trace from HQ Lanz. The command trace from HQ Lanz to the 298th Division is blocked by enemy units, but nevertheless the division is supplied directly by the Supply Source in hex 1901. ●

5.3.3 Do not roll the die for a Minor Offensive Supports box if the corresponding Minor Offensive marker is not on the map. The dice are not rolled for the STAVKA Available Supports box on the turn when a Soviet Major Offensive begins.

5.3.4 The Support markers for a Major Offensive are obtained on the placement of the Major Offensive marker, and come from the STAVKA Available Supports box. See the rules concerning opening Soviet Major offensives (see 11.4).

5.3.5 The Soviet player receives the following Die Roll Modifiers when rolling for Support markers:

- (-2) until the end of the game starting the first time the Major Offensive marker is placed west of the Donetz (the river flowing from hex 2510 to Rostov) or to the west of hexes 2610 and 2710 (excluded).
- (-1) for every Minor Offensive marker on the map placed west of the Donetz or west of hexes 2610 and 2710 (excluded).

The modifiers are cumulative and apply to each one of the support acquisition rolls.

See Example #3

5.4 Acquisition of German Support Markers

5.4.1 The position of the Manstein or Führer Approval marker (whichever one is occupying the higher space) on the Führer Approval track indicates the number of Support markers the German player can randomly draw from the Axis draw pool.

5.5 Placement and Use of the Support Markers

5.5.1 The acquired Support markers are placed event side down in the Available Supports boxes. They can then be deployed on the map and used as an event according to the conditions specified in the Description of Supports player aid.

5.5.2 Air Support markers (VVS/Luftwaffe/Goering/Rudel) cannot be deployed in blizzard weather conditions.

5.5.3 Some Support markers must be associated with a friendly unit. In this case, the Support marker must remain stacked with the specific unit as long as the Support marker remains on the map. If the unit is eliminated, the Support marker is returned to the draw pool. Support markers representing leaders can never be simultaneously assigned to the same stack:

- Soviet Leaders: Lelyushenko, Novikov
- German Leaders: Hoth, Hollidt.

Without exception, German Support markers which must be associated with a unit when deployed cannot be assigned to an Axis allied unit.

5.5.4 The effects of various Support markers may be cumulative. *Exception: two Support markers of the same generic class or two leader Support markers cannot be used concurrently to influence a given combat. For example, a player may not use the [1]/+2 and [1]/+3 Artillery supports, nor the leaders Lelyushenko and Novikov, in the same combat.*

5.5.5 Unless specifically noted, bonuses conferred by combat Support markers apply in the Exploitation phase as well as during the Combat phase.

5.5.6 Soviet Support markers marked O must be deployed within the action radius of the Offensive Marker to which they are assigned (see 1.6). The deployment and use of the other markers is done without any restrictions. A Support marker marked O obtained from the STAVKA Available Supports can only be played in a generic manner. However, during this phase, the Soviet player may transfer a single Support marker marked O from the STAVKA box into one of the Offensive boxes. In addition, Support markers may be transferred into the Major Offensive box at the beginning of a major offensive (see 11.0) or by use of the Maskirovka support.

5.5.7 Deploy the Support markers in the following order:

- Roll 1d6 for the Stalin or OKH Discord marker;
- Deploy and use Surprise Attack, Tank Brigade (Soviet player) or Luftwaffe (Axis player) markers;
- Deploy the other Support markers.

Important: With the exception of leaders, Support markers associated with units (Katyusha, artillery...) cannot be placed on a unit which has participated in a Surprise Attack.
See Example #4

6 Operation Mars Progress phase

6.1 General concepts:

Parallel to Operation Uranus, Stalin initiated an attack of equivalent size against the Rzhev salient called Operation Mars. This rule simulates the impact of this offensive on Operation Uranus in an abstract manner.

6.1.1 Tracking Operation Mars: During this phase from NOV IV until DEC III inclusive, the Soviet player rolls 2d6 and consults the track on the Operation Mars player aid. The Operation Mars marker starts in the Status Quo box, and as a result of the die roll and possible modifiers it may either stay put or be moved along the track. The players apply the consequences that apply to the box occupied by the marker. In the DEC III turn, the final position of the Mars marker can influence the arrival of future reinforcements

6.1.2 Collapse/Breakthrough: If the marker reaches the Soviet Collapse or Soviet Breakthrough box, apply these effects, and this phase is subsequently ignored for the rest of the game.

6.1.3 End of Operation Mars: Starting DEC IV, this phase is disregarded for the rest of the game.

Example #4 - Use of Surprise Attack Support

After selecting supports for the NOV III turn (special rule for this scenario), the Soviet player decides to play 10 Support markers this phase: 2 * Artillery, 2 * Surprise Attack, 2 * Katyusha, 1 * leader (Novikov), 2 * Tank Brigade, 1 * Breakthrough.

Following the sequence described in 5.5.7, the Soviet player places a Surprise Attack support in hopes of opening a hole in the German defense. The Surprise Attack and Tank Brigade supports are placed on the stack in hex 1927, which is then moved into hex 1827 (creating over-stacking, permitted when using the Surprise Attack). The units placed under the support at the start of the phase may attack the Romanian division in hex 1727. The final combat odds ratio is 6/1. With a die roll of 7, the breakthrough is obtained, and the stack underneath the Surprise Attack support advances after combat. These Soviet units will be able to make a deep penetration starting from this hex during the upcoming Movement phase.

Next the Soviet player uses the second Surprise Attack support south of Stalingrad with the same goal in mind.

Note: Use of the two Surprise Attack supports during the first turn of the game is highly recommended in order to encircle the German 6th Army.

Following these two Surprise Attacks, the sequence of support placement resumes. There is no given priority as to the placement of these supports, the Soviet player may place them as he wants with reference to the restrictions indicated the Description of Supports player aid. Only the leader Novikov can be placed on units participating in surprise attacks. Note that for the first turn of the game (only), supports marked by an O can be placed on the map without taking into account the location of the offensive markers. ●

7 Movement Phase

7.1 General Concepts

7.1.1 During this phase a player may move all or some of his units within the limit of their movement factor. Units can be moved individually or by stack. Units which move together as a stack must start their movement in the same hex.

7.1.2 Units are moved hex by hex, either spending movement points (see 1.1.3), or by using a specific movement ability (7.2 Strategic Movement or 7.3 Rail Movement). *Note: strategic and rail movement can be done along with other forms of movement during the Movement phase in any order the player desires.*

7.1.3 A unit or stack of units must fully complete its movement before the player can move any other unit or stack of units.

7.1.4 Unit movement may be affected by terrain. The number of movement points needed to move into a hex depends on the terrain in the hex as well on terrain features separating the two hexes. The different movement point costs imposed by terrain features are indicated in the Terrain Effects Chart (TEC).

Example: an armored division with three movement points can move three hexes in clear terrain, or move one hex in clear terrain (1 MP) and one forest hex (2 MPs).

7.1.5 Movement points cannot be held in reserve for use in a subsequent turn, nor transferred for use by a different unit.

7.1.6 A unit can move freely through hexes containing other units without incurring any extra movement point penalty.

7.1.7 A friendly unit may never enter a hex occupied by an enemy unit.

7.1.8 Movement point allowance notwithstanding, a unit can always move one hex during the Movement or Exploitation phase, as long as the movement is legal.

Exception 1: an HQ in pontoon mode cannot move.

Exception 2 : during exploitation, crossing non-frozen major rivers is only permitted at a bridge, pontoon or ferry.

7.1.9 Units moving directly from hex to hex along a road (the road crossing a shared hexside) spend only 1/2 MP per hex, and ignore terrain features in the hex or of the hexsides crossed. *Note: for this rule, railroads are also considered to be roads. Exception: movement along a road or rail in non-frozen marsh hexes cost 1 MP, not ½ MP.*

7.1.10 HQ movement: an HQ may not voluntarily end its move in a hex where it would be out of supply (see 4.1.1). Thus, even if

an HQ leaves a road and/or rail communication path during its movement, it must be able to trace a supply line of communication (LOC) at the end of its move.

7.1.11 In order to avoid map edge effects, no Axis unit may end its movement on map row 00xx.

7.2 Strategic Movement

7.2.1 Strategic movement allows units to double their potential movement rate.

7.2.2 Any unit, except HQs, can perform strategic movement if it fulfills the following conditions:
- Perform the entire movement within the command radius of one or several supplied HQs of the same nationality;
- Can never be adjacent to an enemy unit, including the starting hex;
- Unless a player spends a support marker (coming from the STAVKA Available Supports box for the Soviet player) at the beginning of the Movement phase, a player may not use strategic movement 'off-road' or rail. Use of this support marker allows an unlimited number of strategic moves off-road or rail.

7.3 Rail Movement (Axis player only)

7.3.1 Rail movement capacity for each turn is noted in each scenario. Rail movement points cannot be accumulated to be used in subsequent turns. They are indicated on the General track with the appropriate game marker.

7.3.2 Rail movement costs one rail movement point per unit, no matter the unit type. The cost is the same if the unit is on its reduced side.

7.3.3 To move by rail, a unit must fulfill the following conditions:
- The entire move is made on a rail line, able to function as a supply line, linked to a German supply source, free of all enemy units;
- Never be adjacent to an enemy unit;
- Never move through a city captured by the Soviet player (even if the city is subsequently retaken by the Axis player). Such a city can be indicated by a Soviet Control or Rail Line Cut marker.

7.3.4 A unit using rail movement can move any number of hexes.

7.3.5 Reinforcements can arrive by rail during the Reinforcements and Replacements phase using available rail movement points.

7.4 River Crossing

The penalty for crossing a minor or major river is nullified by the presence of a bridge, either depicted on the map (road/rail crossing the river), or created by an HQ on its pontoon side (the arrow on the HQ unit points towards the hexside with the pontoon bridge), or by a Bridging Unit Support marker (for all adjacent river hexsides).

The presence of a ferry permits supply trace at that hexside and river crossing at the price of +1 movement point.

8 Combat Phase

8.1 General Concepts

8.1.1 During this phase friendly units may attack adjacent enemy units.

8.1.2 The phasing player is called the attacker, and his adversary is the defender, independent of overall strategic considerations or how the game is evolving.

8.1.3 A player is never obliged to attack.

8.1.4 A unit chosen to attack is not obliged to attack all of its adjacent hexes.

8.1.5 Enemy units must defend themselves if attacked.

8.1.6 Defending units in a stack must be attacked jointly, not individually.

8.1.7 The attacks are executed in any order, as per the attacking player's discretion, and the attacks need not be declared in advance.

8.1.8 A given hex may be attacked only once per Combat phase.

8.1.9 A given unit may participate in only attack per Combat phase.

8.1.10 Units stacked in a given hex may attack different adjacent hexes.

8.1.11 Units in different hexes may jointly attack a single hex commonly adjacent to each of them.

8.1.12 Italian, Romanian and/or Hungarian units may never attack together during the same combat.

8.2 Combat Sequence

8.2.1 Each combat is resolved adhering strictly to the following sequence:
- **Step 1:** Designate the hex being attacked, and the attacking units.
- **Step 2:** Perform a supply check for the defending units.
- **Step 3:** Calculate the combat odds.
- **Step 4:** Resolve the combat and apply any attrition results.
- **Step 5**: Check German Superiority
- **Step 6:** Apply the attacker's tactical results, except for E, E2, E3, then the defender's tactical results.
- **Step 7:** Place exploitation markers.

8.2.2 Each combat is resolved using the Combat Resolution Table (CRT).

8.2.3 The results from the CRT (combat effects on the units) are expressed in terms of attrition (step losses) **and** tactical results.

8.3 Designate the Attack

8.3.1 During step 1, the phasing player designates the hex to be attacked, and the units participating in the combat.

8.3.2 All of the defender's units situated in the hex under attack must participate in the defense and are subject to the combat results.

8.3.3 Only units chosen by the phasing player to attack may participate in the combat and are subject to the results. Once this choice is made, it is irrevocable and may not be changed during the following steps. The attacker's HQs may never participate in combat.

8.3.4 The phasing player's units adjacent to a hex under attack, but not designated to participate in the combat, are unaffected by the combat results.

8.4 Defender Supply Check

8.4.1 During step 2, check the defender's status according to the procedure described in **paragraph 4.3**. For a unit to be considered in supply during the Combat phase, it must either:
- Be situated within the LR of a friendly supply source (see 4.3, 4.4);
- Be situated within the CR of a friendly HQ, **which may or may not be in supply at the moment of the defender supply check.**
  Note: This is a notable difference from the procedure followed in Liberty and Victory Roads (see. 8.4.4)

8.4.2 The supply check is done only for units not already marked as out of supply. Units under an Out of Supply marker are never rechecked during the turn.

8.4.3 Place an OOS marker on any of the defender's units under attack and unable to trace a supply line at this time. They are considered OOS until their next Supply phase.

8.4.4 An HQ unit unable to trace a supply line during this step is not removed from the map nor is an OOS marker placed on it. This HQ may be used to supply other units during this phase.
Reminder: OOS units have all their factors halved (see 1.9).

8.5 Calculate the Combat Odds

8.5.1 During step 3, the players calculate combat odds, in the form of a ratio.

8.5.2 The defender starts by totaling the defense factors of the units in the hex under attack. This total is then adjusted with regard to any applicable modifiers (terrain, Support markers, supply, etc.).

8.5.3 The attacker totals the attack factors of all units participating in the combat. This total is then adjusted with regard to any applicable modifiers (terrain, Support markers, supply, etc.).

8.5.4 In order to determine the combat odds, the total modified attack factors are divided by the total modified defense factors. This result defines the raw combat odds, in the form of a ratio.

8.5.5 The initial ratio is simplified by rounding to the nearest whole number in favor of the defender (1 as the numerator or denominator).
Examples: 35 attack factors against 10 defense factors yields a ratio of 35/10, rounded to 3/1. 10 attack factors against 35 defense factors yields a ratio of 10/35, rounded to 1/4.

8.5.6 This combat odds ratio is then adjusted to reflect use of any attacker Support markers (possible rightward column shifts on the CRT).

8.5.7 In cases where the initial combat odds are too low to figure on the CRT, the odds are adjusted according to virtual columns: 1/3, 1/4, 1/5, etc.
Example: initial combat odds of 1/4, shifted two columns to the right in favor of the attacker, yield a ratio of 1/2.

8.5.8 If the final ratio is less than the most unfavorable CRT odds (1/2), then the attack is canceled. If the final odds are greater than the most favorable CRT column (6/1), then the attack is resolved on the 6/1 column.

8.6 Elite Units, Armored attack

8.6.1 After determining combat odds, players declare whether any elite units participating in the combat will use their elite bonus for this combat (this will influence the application of the combat results (see. 8.8 and 8.9).

8.6.2 The attacker declares his use or not of the elite bonus first, followed by the defender, indicating which elite unit will use the bonus.

8.6.3 During this step the attacker may declare an armored attack, which requires at least:

  • Two units with their attack factors printed on a black background;

  • Or, one unit with its attack factor printed on a black background and one unit with its attack factor printed on black and white background.

This affords a bonus if an E result occurs, but at the price of a possible step loss for a unit with its attack factor printed on a black background.

8.7 Combat Resolution

8.7.1 During Step 4, combat is resolved using the Combat Results Table (CRT).

8.7.2 The attacker refers to CRT and finds the appropriate odds ratio column as determined during the preceding step.

8.7.3 The attacker rolls 2d6, and then cross references the result on the appropriate odds column.

8.7.4 The corresponding box in the Loss Column indicates attrition results as step losses for the attacker and defender.

Example: the result A1/D2 means 1 attacker and 2 defender step losses.

8.7.5 The corresponding box in Column A indicates the attacker's tactical result.

8.7.6 The corresponding box in Column D indicates the defender's tactical result.

8.7.7 Attrition results are applied immediately, followed by the attacker's tactical result, then the defender's tactical result.

8.7.8 Tactical results may be modified if the attacker and/or defender declared an elite bonus.

8.8 Application of Attrition Results

8.8.1 If an attrition result is obtained, **the first step loss** must be taken from:
- an elite unit if the elite bonus was declared,
- a unit with its attack factor printed on a black background if an armored attack was declared.

If both the elite and armored bonuses were declared by the attacker, then the defender chooses which unit (elite and/or armored) will absorb the first step loss.

8.8.2 Subsequent losses are chosen by the owning player, but every participating unit must suffer a step loss before any unit may receive a second loss.

Exception: HQs take losses only if every other unit in the hex has been eliminated.

8.8.3 If the defender's hex is empty after the application of attrition losses, then attacking units may advance into the hex up to stacking limits.

8.9 Check for German Superiority

8.9.1 During Step 5 both players determine if German Superiority effects apply (see 14.1), and then modify the tactical results if needed.

8.10 Application of Tactical Results

8.10.1 During Step 6, the attacker followed by the defender, applies their tactical results. Tactical results are always applied, even if one side has been eliminated as a result of attritional losses.

8.10.2 The attacker's and defender's tactical results may be modified by the defensive terrain effects (see the Terrain Effects Chart) or other game rules.

Example: in forest, the S result is ignored, while a DR result is transformed into an S, etc.

Note: tactical results are described in the Combat Results Table. For reference, 'F' means Fallback; 'S' means Stand fast; 'R' means React.

8.10.3 If a player decided to use an Elite bonus, he can choose his Tactical Result among other results of the same block of color in that column as the initially rolled Tactical Result.

Example: The attacker rolls a 3 on the 6/1 column. The tactical result is D1. However, if the attacker had declared the elite bonus, he could chose to apply either D1 or E as the tactical result.

8.10.4 If all attacking units attack across a major river hexside, then the defender chooses if the attacker's tactical result is modified by the major river or by the terrain in the defender's hex.

8.10.5 Any losses resulting from application of tactical results are distributed per the owning player's discretion without need to follow the restrictions described in 8.8.

8.11 Axis Allied Units in Defense

8.11.1 The Soviet player attacking a stack of Allied Axis units (Italian, Romanian, Hungarian) with less than four steps and not stacked with a German unit, receives an additional E tactical result. If the result already has an exploitation (E, E2, E3), then this level is augmented by 1 (E2, E3, E4, respectively).

Example:
- Initial result D1 becomes D1 + E.
- Initial result E3 is ignored in swamp, but is then modified to E.
- Initial result E3 in clear terrain becomes E4.

See Example #5

8.12 Retreat after Combat

8.12.1 Retreat after combat may be mandated as a tactical result.

8.12.2 The owning player decides the retreat path.

8.12.3 All attacking or defending units must fall back in case of a retreat result.

8.12.4 The affected units may retreat as a stack, or individually following different retreat paths.

8.12.5 When determining a retreat path, units must respect the following priorities in strict order, verified on a hex-by-hex basis. If a choice exists between several hexes with respect to a given priority, then the hex chosen must be one which also follows the subsequent priority listed. If a priority condition cannot be met, attempt the next priority (*exception: 1st priority*). If several retreat paths respect all priorities, then the defender may select his retreat path of choice.

  • **1.** Move one hex farther away from the original hex. **The unit is eliminated if this condition cannot be fulfilled;**

  • **2.** Move away from **all** attacking units (or if it is the attacker who is retreating, move away from the defending hex). **Applies only for the first hex of retreat;**

  • **3.** Move towards the closest friendly HQ, or the Fortress Stalingrad marker in case of Axis units in the FS command radius; an HQ and units stacked with an HQ during a retreat must follow a path towards the nearest supply source;

Exemple #5 -Combat

During the Soviet combat phase, the Soviet player decides to attack hex 1628 with all adjacent units.

• **Step 1:** The Soviet player designates the target hex (hex 1628) and declares that all units adjacent to the hex will participate in the attack. The Axis player will defend with the two Romanian divisions, one of which is at reduced strength.

• **Step 2:** The supply status of the defender is checked. The Axis units are located within the command radius of a German headquarters (hex 1333, not shown). They are therefore supplied for the combat.

• **Step 3:** The players calculate the odds ratio for the combat. The Soviet player totals 34 attack factors and the Axis player has 4 defense factors. The ratio is 34/4, or 8/1, which is resolved as 6/1, the maximum odds column on the CRT. Note that artillery support would have no effect on this combat, because the maximum odds ratio of 6/1 has already been attained. The Soviet player decides to declare an armored attack and uses his elite bonus.

• **Step 4:** Combat is resolved during this step. The Soviet player rolls 2D6, obtains a '6' result, and consults the 6/1 column on the CRT. The attrition result is A1D2 (one step loss for the attacker, two step losses for the defender), and an E for the attacker's tactical result, which the Soviet player decides to convert to E2 given his

A1D2	E	DR2	6
D2	E2	DR3	7
D2	E2	Eng	8

elite bonus. Further, there are only three Romanian steps among the units in the defending hex, the Soviet player benefits from an additional E result, increasing the tactical result to E3. The defender's tactical result is DR2. The attritional results are applied. The Soviet player must take his step loss from the elite unit or a unit with an attack factor printed on black background (elite and armor effects were declared). Given that the elite bonus and armored attack were both declared by the attacker, the defender may choose which unit (elite or armored) will take the first step loss. The Axis player chooses to inflict a step loss on the 26 TK. The Axis player must inflict a step loss on each of his Romanian divisions, thereby eliminating one and reducing the other.

• **Step 5:** This step is ignored as no German unit is engaged.

• **Step 6:** Apply the attacker's tactical results followed by the defender's tactical results. The Soviet player's E3 result will be applied during step seven. The Axis player effects the DR2 tactical result and retreats two hexes to 1530 (see the

following example).

• **Step 7:** The Soviet player applies his E3 result. Given the armored attack declaration, any unit whose attack factor is printed on a black or a black and white background counts as half a unit when calculating the total number of units eligible for exploitation. With an E3 result the Soviet player has 3 exploitation points to allocate. He has 3 ½ points worth of units, as expressed in exploitation points, and so he places Exploitation markers on all his units, with the exception of the Guards Rifle division - 2 ½ exploitation points in total.●

• **4.** Into a hex nonadjacent to an enemy unit;
• **5.** Into a hex occupied by a friendly unit if the hex is adjacent to an enemy unit;
• **6.** Into a hex not resulting in over-stacking;
• **7.** Into any other hex.

Example: A unit must retreat one hex; it has a choice between two hexes that take it further from all the attacking units. Between the two, the player must choose the hex which is closer to a friendly HQ. However, if two valid choices are still possible, then the player checks the third priority, and so on, until the retreat has been completed.

8.12.6 Retreat movement is done without consideration of terrain costs (the retreat result is expressed as the number of hexes required to fall back, not as MPs).

8.12.7 A retreating unit may not cross a sea or a lake hex.

8.12.8 If retreating the required number of hexes results in overstacking, then the retreating unit or stack may continue to retreat as many additional hexes as needed to comply with stacking limits.

8.12.9 If a unit retreats into a hex which is subsequently attacked during the same combat phase, it only contributes a defense factor of 1.

8.12.10 A unit with a movement factor of 0 can never retreat and is eliminated in the event of a retreat result.

Note: the retreat rules may seem complicated, but they are designed to avoid different interpretations in the event of complicated retreat paths (see Example #6). In the vast majority of cases retreats will just happen naturally, and the rules can be summarized as meaning a unit must retreat by: moving away from its original hex, towards a friendly HQ and avoiding being adjacent to an enemy unit.

8.13 Advance after Combat

8.13.1 If application of the attacker's tactical results empties all of the attacker's hexes, then the defender may advance victorious defending units into these hexes, up to legal stacking limits.

8.13.2 If application of the defender's tactical results empties the defending hex, then the attacker may advance victorious attacking units into the vacated hex, up to legal stacking limits.
See Example #6

8.14 Placement of Exploitation Markers

8.14.1 During Step 7, the attacker can place Exploitation markers received as tactical results (**E, E2,** or **E3**) onto one or more of the units which participated in the combat.

8.14.2 An E results enables one unit to exploit; **E2,** two units; **E3,** three units.

8.14.3 If the attacker declared an armored attack (see 8.6.3), then units with an attack factor printed on a black or black and white background count for only one half a unit during the tally of units permitted to exploit.

Example #6 - Retreat after Combat

The Romanian unit in 1628 has received a DR2 result and must retreat up two hexes. Each hex is examined one after the other, following the priorities described in the rules.

First retreat hex:
– The first priority is to move away from the original hex. Therefore hexes 1728, 1627, 1629 and 1529 are valid, whereas the others are not, being occupied by enemy units.
– The second priority is to move away from all attacking units. As this unit is encircled, it cannot fulfill this condition. The player must therefore consider the next

priority to help choose among the four hexes.
– The third priority is to move closer to a friendly headquarters. Only hexes 1627 (closer to the Romanian headquarters in 1324), 1629 and 1529 (closer to the German headquarters in 1333) fulfill this condition. Hex 1728 is no longer valid and the player examines the next priority.
– The fourth priority is to retreat to a hex not adjacent to an enemy unit. As the unit cannot fulfill this condition, the player must pass to the following priority to choose among the three remaining hexes.
– The fifth condition is to retreat

into a hex occupied by a friendly unit adjacent to an enemy unit. Only hex 1629 fulfills this condition, so the first hex the Romanian division must retreat to is hex 1629.

Second retreat hex:
– The first priority is to continue to move away and finish two hexes from the original hex. Only hexes 1530 and 1630 are valid: hex 1730 is occupied by an enemy unit and the other hexes do not allow movement away from the original hex.
– The second priority is ignored because it is the second hex of retreat.

- The third priority is to move towards the closest friendly HQ (now the German 6A HQ). Only hexes 1630 and 1530 fulfill this condition.
- The fourth priority is to retreat to a hex not adjacent to an enemy unit. Only hex 1530 fullfills this condition (hex1630 is adjacent to an ennemy unit), therefore the Romanian division finish its retreat in hex 1530. Note *if the result had been DR3, the unit would have had to retreat to 1430.*●

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*Example: An **E3** result allows six armored divisions to exploit, or four armored divisions and one infantry division, etc.*

8.14.4 The only units permitted to move (with certain restrictions) and attack during the Exploitation phase (see 9) are those carrying an Exploitation marker.

See Example #7

8.15 German Kampfgruppen

8.15.1 If an elite German armored unit is eliminated as a result of combat, the German player may choose to replace this armored unit by a full strength armored Kampfgruppe (KG), randomly drawn from the pool of available KGs.

8.15.2 A KG can only be generated once the last component of an armored division still remaining on the map has been eliminated.

8.15.3 An eliminated armored unit replaced by a KG may eventually be rebuilt.

8.15.4 The value of the German KGs varies significantly from one counter to the next. Some of the KGs have two steps, others only one.

8.15.5 If an elite German infantry unit is eliminated as a result of combat, the German player may choose to replace this infantry unit by an infantry KG.

8.15.6 An eliminated infantry unit replaced by the KG may eventually be rebuilt.

8.15.7 All infantry KGs are identical (they have only one step), so there is no need to randomly draw them.

8.15.8 Once eliminated, a KG is withdrawn from the game and may not be used again.

8.15.9 Once all available KGs for a specific unit type (armor or infantry) have been used, the German player may no longer replace this type of unit with a KG.

9 Exploitation Phase

9.1 General Concepts

9.1.1 During the Exploitation phase, only units with an Exploitation marker (see 8.14) can perform actions. These units are identified as 'exploiting units'.

9.1.2 The Exploitation phase is divided into two segments: first, the attacker starts by moving some or all of the exploiting units. Next, combats are resolved as desired, but only exploiting units may participate in these combats.

9.2 Exploitation Movement

9.2.1 Only exploiting units may move during exploitation movement.

9.2.2 Exploiting units have a movement factor of one half the printed MA, rounded up.

9.2.3 Units without an attack factor printed on a black or black and white background which move during this phase lose the Exploitation marker on completion of movement, and therefore may not participate in exploitation combat.

Note: OOS units can only move one movement point during exploitation. (see 4.6.3).

9.2.4 Exploitation movement follows the same rules and procedures as regular movement. However, strategic and rail movement are not permitted. Crossing non-frozen major rivers is only permitted at a bridge, pontoon or ferry.

9.3 Exploitation Combat

9.3.1 During this segment, the attacker may conduct combat against enemy units adjacent to exploiting units.

9.3.2 These combats follow the same rules and procedures as regular combat (including the use of Support markers), with the three following exceptions:

- The attacker's tactical results are ignored and not applied.
- Only the defender's tactical results are applied.
- Units may only advance after combat across a non-frozen

major river if a bridge, pontoon or ferry is present.
See Example #8

9.3.3 After exploitation combat, the Exploitation markers are removed from the map.

10 Fortress Stalingrad Supply Phase

10.1 Placement of the FS Marker

10.1.1 A the beginning of his Stalingrad Supply Phase, the Axis player can choose to declare the Fortress Stalingrad Event (FS) if the two hexes of Stalingrad (1334 and 1434) are:

- both occupied by German units
- and these occupying units are OOS.

10.1.2 The FS marker is placed within a two hex radius of Stalingrad on a hex not occupied by enemy units. If the 6th Army HQ is still in play, then this HQ is eliminated and may not be rebuilt.

10.1.3 The Axis player applies the consequences of a major Soviet success (14.2.4) and removes all Alarm Support markers with a value of 0-1-1 from his support draw pool, and puts them in his Available Supports box.

10.1.4 If during the Axis Supply phase, Stalingrad is occupied by at least one German unit judged to be in supply, then the FS marker is removed from the map. The marker may be returned again to the map if a new encirclement develops.

Example #7 - Combat 2

During the Axis combat phase, the Axis player decides to attack hex 2111 with all adjacent units.
- **Step 1:** The Axis player designates the target hex and declares that all adjacent units will participate in the attack (the two components of 7th Pz, the three components of 2nd SS, two of three components of GD and two divisions of infantry). Note there is no overstacking in hex 2110 as the two components of 7th Pz count as only one unit. The Soviet player defends with three infantry divisions located in a village.
- **Step 2:** The supply status of the defenders is checked. The Soviet units are located within the command radius of the HQ in hex 2213, They are therefore considered supplied for this combat even if the HQ itself is unable to trace a supply line.
- **Step 3:** The players calculate the combat odds ratio. The Axis player totals 40 attack factors. The Soviet player has 9 defense factors, with an additional 1 for the village, totaling 10. The force ratio is 40/10 or 4/1. The Axis player decides to declare an armored attack and to use the elite bonus.
- **Step 4:** Combat is resolved during this step. The Axis player rolls 2d6 and consults the 4/1 column on the CRT. The die roll is '8', and the result is A1D2 for attrition (one step loss for the attacker, two step losses for the defender) and an E for the attacker's tactical result. Despite the elite bonus, the Axis player does not have a choice of tactical results, as all the boxes in that block of color have the same result. For the defender, the tactical result is DR2. The attrition results are applied. The Soviet player takes the step losses from the divisions of his choice. The Axis player must take one step loss, however the German Superiority rule will cancel this loss (14.1, see below).

(Continuation of #7)

• **Step 5:** German Superiority effects are applied. In this case only the Human Wave effect is inactive. Therefore the Axis player benefits from the Overwhelming German Attack effect, which gives him an additional E result, bringing his tactical results to E2. Further, he also benefits from the Soviet Rout effect which allows him to cancel his step loss!

• **Step 6:** During this step, the attacker's tactical results are applied followed by the defender's tactical results.
The Axis player's E2 result will be applied

during step 7. The Soviet player must apply his DR2 tactical result by retreating to hex 2212 via hex 2112 (respecting the third and fourth priorities).

• **Step 7:** The Axis player applies his 'E2' result. In a declared armored attack, units with attack factors printed on a black or black and white background count as ½ a unit when totaling the number of units which may be put into exploitation. The following units are placed into exploitation mode:

– All components of 2nd SS Panzer Division count as ½ unit in exploitation;
– All components of 7th Panzer Division count as ½ unit in exploitation ;
– Not all components of GD division on the map participated in the attack and therefore each component counts as ½ unit, for a total of 1 unit.
The E2 result thus enables the Axis player to place 7 units into exploitation mode! ●

Example #8 - Exploitation

At the end of the preceding combat (Examples #5 and #6), the Soviet player placed all of his units (excepting 51 Guards Rifle Division) into exploitation mode, and advanced after combat into the vacated defender's hex. During the Exploitation phase, the Soviet player may first move his units up to one half of their movement potential, rounded up. He crosses the Don and captures Kalach with the 4 TK, thereby lowering Führer Approval by one level (Red Star present in the hex). He deploys the other units along the road to create the pocket. Note that the swamp hex south of hex 1330 cannot be entered as the road movement cost in swamp is 1 MP. ●

10.1.5 If the Axis player loses control of the hex containing the FS marker, then it must be immediately moved in the direction of Stalingrad, to the closest hex occupied by a friendly unit.

10.2 Effects of the FS Marker

10.2.1 The FS marker effects OOS Axis units, and has no effect on other units.

10.2.2 The zone of influence (ZOI) of the FS marker is two hexes, or three hexes if located in a hex containing an airfield. The ZOI is not affected by terrain but may not pass through enemy units. The ZOI is calculated from the hex containing the FS marker (excluded) to the hex containing the unit (included).

10.2.3 Out of supply Axis units within the ZOI of the FS marker are subject to the following rules:

• They are identified with an OOS-FS marker (or replaced by the corresponding OOS-FS units).

• OOS-FS units may not benefit from the effects of friendly Support markers (unless specifically noted in the description of the support).

• They may move in any direction in spite of the fact they are out of supply. In addition, the FS marker or the Stalingrad hexes function as an HQ for determination of retreat paths after combat.

- They are not affected by the Surrender Support marker.
- They do not suffer the general OOS consequences, but are penalized according the corresponding FS supply level (see below).
- After consideration of terrain effects, the tactical combat results for units in OOS-FS status are modified: DR3 becomes DR, DR2 and DR become S, S remains unchanged.
- At the beginning of the Axis supply phase, a unit with an OOS-FS marker, located outside the ZOI of the FS marker, is immediately eliminated unless it can trace supply back to another supply source (in which case the OOS-FS marker is removed).
- An Axis unit carrying an OOS marker entering the ZOI of the FS marker immediately exchanges the OOS marker for an OOS-FS marker.

10.2.4 Securing the Pocket: At the start of the Soviet Movement phase, every hex containing Soviet units adjacent to Axis units under OOS-FS status is examined:

1. If the hex contains one or two Soviet units, then none of these units can move during this phase.

2. If the hex contains three Soviet units, then only one unit may move this phase.

This restriction does not apply if during the preceding Axis turn any Soviet unit securing the pocket was attacked and the pocket is no longer sealed.

Note: the Soviet player may rotate all his immobile units in the same direction as a reminder.

10.2.5 Sealing the FS pocket: The FS pocket is considered to be sealed if no Axis unit situated in Stalingrad is able to trace a path of hexes of any length to an Axis supply source. This path may cross over rivers and be adjacent to enemy units.

10.2.6 Garrison: The Soviet player must maintain troops in the vicinity of Stalingrad starting on the turn following the declaration of Fortress Stalingrad:

- If the Axis player controls both Stalingrad hexes: 24 divisions or corps within a radius of 4 hexes of the FS marker.
- If the Axis player controls one of the two Stalingrad hexes: 15 divisions or corps within a radius of 4 hexes of the FS marker.
- If this force level is not maintained at the end of a Soviet turn, then all Soviet Support markers are placed back into the draw pool. Further, the Soviet player will neither receive nor be able to use any supports the following turn.

10.3 Supply Level of FS

10.3.1 FS has eleven supply levels, with level 10 being the initial level, and level 1 corresponding to the surrender of the pocket. *Exception: the level starts at 11 if the FS is not sealed at the moment of declaration.*
The FS Supply marker is placed on the appropriate space of the General track on the map.

10.3.2 The effect of supply deterioration on attack, defense and movement factors on every unit is indicated for each supply level on the table below.

10.3.3 The FS supply level is decreased by 1 point at the end of every Soviet turn during which at least 2 stacks under an OOS-FS marker were attacked at odds of 1:1 or higher. It also decreases by 1 point at the end of every Axis player turn if at least one unit under an OOS-FS marker participated in an attack. The consequences of these drops in level are applied immediately. The FS supply level may also be changed depending on the air bridge results.

10.3.4 The FS supply level may never drop below 1. When the FS supply level reaches 1, German units lose their elite status and may no longer generate KGs. In addition, the German Superiority rules no longer apply to these units. These penalties are canceled if the FS supply level rises above 1 again.

10.3.5 FS Surrender: if the supply level is 1 at the end of the Stalingrad Supply phase, and the Soviet player controls hexes 1333 and 1433, then FS surrender effects are as follows:

- First, the Axis player eliminates one half of his reduced strength units or those that only have step loss in OOS-FS status (round up); KGs may not be generated due the surrender effect.
- Next, all full strength units in OOS-FS status are reduced.

10.3.6 At the end of an Axis turn, if a Stalingrad hex occupied by an Axis unit is back in supply, the supply level increases by 5 (maximum value 11). At the end of a Soviet turn, if the FS is not sealed, the level increases by 1 (maximum value 11).

10.3.7 At the end of a Soviet turn, if a Stalingrad hex occupied by an Axis unit is back in supply, the supply level is automatically reset at 11.

10.4 Air Bridge

To keep FS supplied, the Axis player has an air bridge symbolized by 15 Ju 52 markers. These markers are placed in a draw pool. The air bridge becomes operational the turn following the declaration of FS. On the flip side of each marker is detailed an event which applies most often to one unit or a stack (see below).

FS Supply Level

SUPPLY LEVEL	ATTACK FACTOR	DEFENSE FACTOR	MOVEMENT FACTOR	OTHER CONSEQUENCES
11	/2	Unchanged	/2	
10	1	Unchanged	1 MP	
9	1	Unchanged	1 MP	
8	1	Unchanged	1 MP	
7	1	Unchanged	1 MP	
6	1 per attacking stack	/2	1 hex	
5	1 per attacking stack	/2	1 hex	
4	1 per attacking stack	/2	1 hex	
3	1 per attacking stack	/2	1 hex	
2	1 per attacking stack	/2	1 hex	
1	0	1	Only three units can move 1 hex.	No more German Superiority effect, Elite effect or KG creation. Surrender Test of FS.

Air bridge

Modified 1d6	Change of FS Level	# Ju 52s Received
0 or less	-2	0
1	-1	1
2 - 4	-1	2
5	-1	3
6	0	3
7	0	4
8	+1	6

Die Roll Modifiers (may not be less than -4 or greater than +2):

+ **1** for each VVS Support marker on the map.

+ **1** if the FS pocket is not sealed.

+ **1** if a Goering support is played.

+ **1** if an Axis armored attack occurred during the preceding turn east of the Don, within a 4 hex radius of a unit marked OOS-FS.

+ **2** if the sky is clear.

- **1** if a Soviet AA Support marker was deployed (maximum of one per turn).

- **1** for each Luftwaffe Support marker on the map.

- **2** in Blizzard conditions.

- **3** if Pitomnik airfield is not controlled by the Axis player.

- **1** for each airfield controlled by the Soviet player: Morozovka, Tasitskai, Goumrak

- **1** in the event of a successful raid on an airfield.

10.4.1 During the Stalingrad Supply phase, if the FS marker is on the map and no Axis units in the Stalingrad hexes are in supply, then the Axis player follows the procedure below.

10.4.2 Procedure. The Axis player rolls 1d6, and then checks the Air Bridge table. The DRM may not be less than -4 or greater than +2.

The Axis player applies the results from the table in the following order:

- The first column indicates the change in FS supply level;
- The # Ju 52s Received column indicates the number of Ju 52 markers to be randomly drawn from the pool.

If the Axis player does not control hex 1333 AND hex 1433, then there is no die roll and the FS supply level automatically drops 2 levels.
See Example #9

10.4.3 Events Associated with the Ju 52 units
The Axis player takes note of the events indicated on the drawn Ju 52 pieces, and then places them face down (Ju 52 icon visible), at most one per hex, on units underneath a FS-OOS marker.
Each event is described below and on the appropriate player aid card. The events apply only to Axis units under a FS-OOS marker and located within the ZOI of the FS marker. Once played, the Ju 52 marker is placed back into the Ju 52 draw pool. At the beginning of the following Axis turn, if an event has not been played, it is placed back in the Ju 52 draw pool.

- **INCREASED UNIT RESISTANCE** - The event is played when the hex occupied by the Ju 52 marker is attacked. One unit associated with the support defends with its defense factor x2, after modification for the FS level.
- **INCREASED STACK RESISTANCE** - The event is played when the hex occupied by the Ju 52 marker is attacked. The stack of units associated with the support defends with its defense factor x2, after modification for the FS level.
- **RATTENKRIEG** - The event is played when the hex occupied by the Ju 52 marker is attacked. If the unit under the support is attacked, the Axis player rolls 1d6. If the result is 1 – 5, then all combat results are nullified, and each side incurs a step loss. The marker can only be used for one combat per turn.
- **GENERAL HUBE** - The Axis player declares this event when the Soviet player declares an attack against a unit in OOS-FS status. All attacks against units in OOS-FS status are resolved with the benefit of increased Stack Resistance as described above. Once used the Ju 52 marker is permanently removed from play.
- **EVACUATION** - The event is played as soon as it is drawn. The Axis player may withdraw 1 reduced infantry division within the ZOI of the FS marker and place it 2 turns later on the Reinforcement track. If the supply level is between 2 and 5 (inclusive), then increase it by 1. Once used the Ju 52 marker is permanently removed from play.
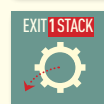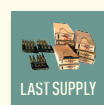
Example #9 - Supply Level of Fortress Stalingrad and the Air Bridge

The Axis player declared Fortress Stalingrad on the NOV III turn, when the 6th Army was totally surrounded and the pocket sealed. The Fortress Stalingrad Supply marker was placed at level 10 and all the Ju 52 markers were put into a draw pool. The 6th Army HQ was removed from play, three alarm 0-0-1 units were taken from the supports draw pool and placed into the Axis Available Supports box, and the consequences of a major Soviet success were applied.
The weather is Snow and Clear Skies for the NOV IV turn, The Soviet player made

two attacks of at least 1/1 against Fortress Stalingrad, thereby automatically lowering the supply level of FS to nine. The Anti-Aircraft Battery support was placed on the map, and one of the combats was assisted by VVS support.
During the Stalingrad Supply phase of the NOV IV turn, the Axis player rolls 1d6, modified as follows:
- +1 for the Soviet VVS support deployed on the map
- -1 for the Soviet AA support deployed
- +2 for Clear Skies
The final DRM is +2. The 1d6 die roll is 2,

modified to 4. The Axis player consults the Air Bridge table. The effect on the FS supply level is -1, thus decreasing the level to 8. Two Ju 52 markers are received. They are selected randomly from the draw pool. One Ju 52 confers Mobility, the other confers increased Stack Resistance. The markers are placed face down on stacks at risk of being attacked by the Soviet player during the upcoming turn.
The Mobility event is used as a bluff, since it serves no other useful purpose at this point of the game. ●

• **LAST RESERVES** - The event is played during the Axis Combat phase. A stack of units associated with the marker can attack at full strength. The FS supply drops an additional level. May not be used if a Sortie event is played this turn.

• **SUPPORT** - The event is played when the Axis player wants to use a support. A PaK 88 or Alert Battalion support can be played in the FS radius.

• **MOBILITY** - The event is played during the Axis Movement phase. Units begining the phase stacked with the Ju 52 marker may move to their full potential.

• **SORTIE (1 STACK)** - The event is played during the Axis Movement phase. The Axis player can chose one stack to move and attack at full strength during the Axis turn. No other unit under a FS-OOS marker can move or attack during this turn. The FS supply level drops an additional level. Only one Sortie event can be played per turn.

• **SORTIE (2 STACKS)** - The event is played during the Axis Movement phase. The Axis player can chose two stacks to move and attack at full strength during the Axis turn. No other unit under a FS-OOS marker can move or attack during this turn. The FS supply level drops an additional level. Only one Sortie event can be played per turn.

See Example #10

11 Soviet Offensives

Soviet offensives allow use of the best Support markers, indicated by an O, within the action radius of the Offensive Markers.

11.1 Placement of Offensive Markers (OM)

11.1.1 The Soviet player starts the game with one Major Offensive Marker and receives 2 Minor Offensive Markers as reinforcements.

11.1.2 With the exception of the NOV III turn, when the Major OM is not placed and the O Support markers can be placed without restrictions, the OMs must conform to the following placement rules:

• As long as one Stalingrad hex is controlled by the Axis player, one of the Offensive Markers MUST be played within a one hex radius of Stalingrad. *Note: if at least one of the two Stalingrad hexes contains an Axis unit able to trace supply during the Offensive Marker Redeployment and Placement phase, then the OM deployed must be the Major OM providing the Soviet player is able to launch a major offensive (see 11.4).* An OM placed in this manner is turned over to its Stalingrad side, which indicates its action radius is increased by one hex.

• If the above case does not apply, then the markers must be placed on hexes as per the following criteria:
   - The hex is under the Axis player's control,
   - The hex contains either a city, or a village with a rail/rail or rail/road intersection, or on a hex containing a road/rail crossing of a major river, or a ferry.

11.2 Redeployment of Offensive Markers

11.2.1 At the beginning of the OM Placement and Redeployment phase, the Soviet player may choose to remove OMs from the map if situated on a hex not containing Axis units. They are placed back in the corresponding Available Supports box and can be redeployed immediately.

11.2.2 If an OM is located on a hex containing at least one Axis unit, the Soviet player may:

Example #10 - Combat Against a Unit OOS-FS

During the December I turn the Soviet player decides to continue attacking the encircled units in Stalingrad in an effort to lower supply levels. He attacks hex 1232 with four adjacent units. He does not declare an armored attack to avoid taking losses from his mechanized corps. The FS supply level stands at 8, and so the German units defend at full strength. The initial odds are 20/9 or 2/1. However the Axis player turns over the Ju 52 marker, and reveals Stack Resistance. The defending units are therefore doubled, and the initial combat ratio becomes 20/18 or 1/1. Fortunately for the Soviet player he rolls a '10,' resulting in D1/E/DR. The Axis player takes a step loss on the motorized unit. Since the defender is under OOS-FS status, the DR is modified to S. The Axis player chooses to take another step loss and stay in place. ●

• Either leave the marker in place;

• Or remove it from the map, and receive it as a reinforcement at the end of his turn (thus not available for use in the current turn).

11.2.3 When an OM is redeployed, all the supports in its Available Supports box are returned to the draw pool.

11.3 Effects of Offensive Markers

11.3.1 Some Soviet Support markers may only be played within the action radius of Offensive Markers (Major Offensive Marker = 3 hexes; Minor Offensive Marker = 2 hexes; increased by 1 hex if on the Stalingrad side of the marker). These Support markers are identified by the symbol O.
Exception: during the NOV III turn the OMs do not affect placement of these Support markers.

11.3.2 The action radius of the OMs is not affected by terrain or enemy units. The radius is calculated from the hex containing the OM (excluded) to the placement hex of the support marker (included).

11.3.3 The Minor Offensive Markers generate support markers for the Soviet player as long as they are deployed on the map (see 5.3).

11.4 Launching a Major Offensive

11.4.1 In order to start a Major Offensive, the Soviet player must fulfill the following conditions during his Offensive Marker Placement and Redeployment phase:

• At least 10 support markers are available in the STAVKA Available Supports box, **not including Supply Shortage supports**;
• The Major OM is available in the Major Offensive Available Supports box.

11.4.2 If these conditions are met, the Soviet player may decide to launch a major offensive. The Soviet player proceeds as follows:

• Place the Major OM on the map according to the restrictions indicated above;
• Reveal all Support markers in the STAVKA Available Supports box and return any Supply Shortage markers to the draw pool.

- May play available Support markers in the following manner:
  - Place all or some of the Support markers available into the Major Offensive Available Supports box;
  - Exchange two supports for one support of his choice from the draw pool (3 chosen supports maximum) and place them in the Major Offensive Available Supports box;
  - Use one or more supports to remove units from the STAVKA Reserve box at an exchange rate of 1 support for 1 unit (one armored unit requires two supports) and immediately place them on or adjacent to a friendly supplied unit, within the action radius of the major OM.
  Note: these units CAN be placed adjacent to enemy units. This is not STAVKA release as per 13.1.2, which takes place in the STAVKA phase.
  - No Support markers may remain in the STAVKA Available Supports box following this process.

Exception: Providing these conditions are met, the Soviet player MUST start a Major Offensive if Stalingrad is occupied by a supplied Axis unit during this phase (see 11.1.2).

11.4.3 Support markers are not chosen for the STAVKA Available Supports box during turns when a Major Offensive has been declared. Also, the procedure for release from the STAVKA Reserve box is treated in a different manner during these turns (see 13.1.2). *See Example #11*

12 Soviet Lost Momentum

This rule simulates the loss of Soviet momentum at the end of the campaign.

12.1 Movement of Soviet HQs

Each time a Soviet HQ moves (voluntarily or not), the Soviet player places a Supply Shortage Support marker in the draw pool. The first marker placed in the draw pool is the Test Supply Shortage support, with a distinctive white symbol on its flip side.

12.2 Effect of Supply Shortage Support markers

The Supply Shortage markers act to lessen the chance of obtaining effective support markers from the Soviet draw pool. They may not be used in a generic manner, and do NOT count as one of the 10 supports needed in the STAVKA Available Supports box to start a major offensive. They may be kept in the Available Supports boxes or returned to the draw pool at the end of the Support phase, player's choice.

12.3 Test Supply Shortage Support marker

After drawing all the Support markers for the turn, if the Test Supply Shortage Support marker has been drawn from one of the Available Supports boxes, the Soviet player proceeds as follows:
- **1.** Reveal all Support markers present in the Available Supports box that contains the Test Supply Shortage marker.
- **2.** Return the Test Supply Shortage Support marker to the draw pool.
- **3.** For each Supply Shortage marker in the relevant Available Supports box the player returns 1 'real' Support marker to the draw pool along with the Supply Shortage marker.
- **4.** Then for each Supply Shortage Support marker still remaining in the relevant box, the Axis player may place an OOS marker on a Soviet stack adjacent to an Axis unit.
- **5.** Return all the remaining Supply Shortage markers in the Available Supports box to the supports draw pool.

13 STAVKA Phase

The STAVKA Reserve box represents the Soviet strategic reserve. During this phase the Soviet player may solicit the Soviet Chief of Staff to release some of the strategic reserve forces.

13.1 Soliciting release from the STAVKA Strategic Reserve

Units may enter or be released from the STAVKA Reserve box according to the following rules. The Soviet player begins by determining which units are released from the STAVKA Reserve box before entering new ones.

13.1.1 Release from the STAVKA Reserve box at any time except the beginning of a major offensive.
The Soviet player chooses two of his HQs, and designates one as the Priority Front. He then rolls 1d6 for each, modified by the location of the HQ on the map, and then refers to the RELEASE FROM THE STAVKA RESERVE table. Before rolling the die, the Soviet player may add 1 to the d6 roll for each Support marker that he returns to the draw pool from the STAVKA Available Supports box.

Die	Number of units which may be RELEASED from the STAVKA Reserve box
1 or less	1
2	1
3	1
4	2
5	2
6 or more	3

Die roll modifiers

HQ Location	Modifiers
On a major city with a railroad	+ 2
On a city with a railroad	+ 1
On a railroad, but not in a city	0
On a road	- 1

Other modifier : For each Support marker spent from the STAVKA Available Supports box : +1

The result obtained is the number of units allowed to leave the STAVKA Reserve box. The HQ designated as the Priority Front receives one extra unit over and above the result. Armored corps count as 2 units. The Soviet player removes the released units from the STAVKA Reserve box and places them on the map such that they are:
- Adjacent to or stacked with the HQ for which the die was rolled;
- Not adjacent to an enemy unit;
- And in supply.

13.1.2 Release from the STAVKA Reserve box at the beginning of a major offensive.
If a major offensive has been declared during a turn, the procedure is different. The Soviet player may automatically remove 8 units (armored corps count as 2 units) from the STAVKA Reserve box. The Soviet player takes the released units and places them on the map such that they are:

Exemple #11 - Launching a Major Offensive

On the FEB I turn, the Soviet player has 9 supports available (including a Supply Shortage support) in the STAVKA Available Supports box, and the Major Offensive marker in the Major Offensive Available Supports box. He has the Maskirovka support and 2 Tank Brigade supports in his Minor Offensive A Available Supports box. At the beginning of the Soviet Offensives phase the Maskirovka support is used to transfer the 2 Tank Brigade supports into the STAVKA Available Supports box. There are now 11 supports in the STAVKA Available Supports box and a Major Offensive can be initiated. Bad news for Axis player! The Soviet player proceeds as follows:
- The Major Offensive marker is placed on the map on Rostov (per the criteria for placement);

- All supports present in the STAVKA Available Supports box: 2* Surprise Attack, 3* Artillery, 1* Reserves, 3* Tank Brigade, 1* VVS and 1* Supply Shortage are revealed;
- The Supply Shortage support is returned to the draw pool;
- The Soviet player decides to:
• Save some supports : 2* Surprise Attack, 2* Artillery and 3* Tank Brigade are returned to the Major Offensive Available Supports box;
• Exchange 2 supports, Artillery and Reserve (returned to the draw pool) for a Surprise Attack (selected from the draw pool). The Surprise Attack support is placed in the Major Offensive Available Supports box;
• Use the last support, VVS, to remove an infantry unit from the STAVKA Reserve

box, and place it on the map adjacent to a friendly supplied unit, within the action radius of the Major Offensive marker. This will be useful for the subsequent placement of an Artillery support. Note that units removed from STAVKA reserve by use of a support when initiating a Major Offensive may be placed ADJACENT to an enemy unit. (this is not STAVKA release as per 13.1.2, which takes place during the STAVKA phase).
The 11 supports have all either been used or returned to the draw pool. No support remains in the STAVKA Support box at the end of this process. As a reminder, the Soviet player does not roll the die to obtain supports for the STAVKA Reserve box during the upcoming Support phase. ●

• Within the action radius of the Major OM;
• Adjacent to a friendly unit present on the map at the start of the STAVKA phase;
• Not adjacent to an enemy unit;
• In supply

13.1.3 Entering the STAVKA Reserve box

The Soviet player designates two HQs stacked with or adjacent to Soviet units. Depending on the location of the HQ, the ENTERING THE STAVKA RESERVE BOX table indicates the number of units allowed to enter the STAVKA Reserve box for each HQ.
See Example #12

HQ Location	Number of units which may ENTER the STAVKA Reserve box
On a major city with a railroad	3
On a city with a railroad	2
On a railroad, but not in a city	2
On a road	1

13.2 Properties of the STAVKA Reserve box:

13.2.1 There is no minimum or maximum limit to the number of units which may be present in the STAVKA Reserve box.
13.2.2 Reduced Soviet units are automatically returned to full strength

when they enter the STAVKA Reserve box (either entering the STAVKA Reserve box as per 13.1.3 or as rebuilt units).
13.2.3 Rebuilt Soviet units return to the game in the STAVKA Reserve box (see 17.3.6).

14 German Superiority and Major Soviet Successes

Note: In autumn 1942 the Soviet army had suffered a series of defeats which had pushed it back to the Volga and the Caucasus Mountains. The Germans seemed unstoppable, and Soviet soldiers started to develop an inferiority complex which progressively disappeared after the success of Operation Uranus.
The following rules simulate the evolution of this dynamic.

14.1 German Superiority Effects

The following effects apply at the start of the game (see each scenario):
• **Panzers to the rescue:** If the Soviet player attacks a stack composed solely of German units, and does not obtain an E2 or E3 result after terrain modification (or use of a Support marker), then the Axis player automatically receives an additional tactical R result, which may only be used by a German armored division.
• **Human waves:** If the Soviet player attacks a stack composed

Example #12 - Release from the STAVKA Reserve Box

During the STAVKA phase of the DEC II turn the Soviet player decides to solicit STAVKA for additional units. The Stalingrad HQ is chosen as the priority headquarters, and as it is located on a road, it suffers a -1 DRM penalty on the Release from the STAVKA Reserve table. The 1d6 result is 1, subsequently modified to 0. According to the table this allows one unit to leave STAVKA Reserve. However, since this is the priority HQ, an additional unit is received, for a total of 2. He decides to mobilize the 4th Mech Corps, which counts as two units, and places it adjacent to the Stalingrad HQ.
The Voronezh HQ is chosen as the second headquarters. It is situated in a city with a railroad, giving it a +1 modifier per the table. The 1d6 result is 4, modified to 5. According to the table two units may leave STAVKA Reserve, and this time an infantry and a cavalry division are selected. ●

solely of German units, and does not obtain an E2 or E3 result after terrain modification (or use of a Support marker), the Soviet player suffers an additional step loss if the CRT indicates at least one attrition step loss for the Soviet.

• **Overwhelming German attack:** If the Axis player attacks with only German units, one of which is a Panzer division, he may benefit from an additional E tactical result, if he did not suffer an AR result. If the result already contained an exploitation result (E, E2, E3), the level is increased by 1 (E2, E3, E4 respectively).

• **Soviet Rout:** If the Axis player attacks with only German units, one of which is a Panzer division, he lowers his attritional losses by one if he obtains an E2 or E3 (or E4) after terrain modification (or use of a Support marker, or by an Overwhelming German attack).

• **Markers:** Use the four Active/Inactive markers provided to track the status of the German Superiority cababilities.

14.2 Major Soviet Successes

14.2.1 The Soviet player earns a major success when:
• He captures a major city for the first time (captures both hexes for Stalingrad).
• The first time the Axis player declares the FS.

14.2.2 For each major success, the Soviet player may immediately choose a German Superiority effect to render inactive. This is done by turning the chosen effect marker over to its Inactive side.

14.2.3 On the other hand, the Axis player may reactivate a German Superiority effect of his choice the first time he recaptures a major city previously captured by the Soviet player. This is done by turning the chosen effect marker back over to its Active side.

14.2.4 Additionally, for each major Soviet success, the Axis player lowers the Manstein marker one box on the Führer Approval track.

15 Führer Approval

15.1 General Concepts

15.1.1 Using the Führer Approval track symbolizes Hitler's level of satisfaction with the course of events in this theater of operations.
15.1.2 Loss of strategic sites and withdrawal of the German army cause the Führer Approval level to drop. On the other hand, recapture of these sites as well as an offensive mindset will please the Führer.
15.1.3 The position of the Führer Approval marker on the Führer Approval track determines the number of Replacement Points (RPs) and supports available to the Axis player. The higher the number on the track, the more the Führer is content and willing to make more resources available (Support markers, reinforcements) for the war effort on this front.
15.1.4 The Manstein marker represents the influence this Field Marshal had on the campaign, and to some degree counterbalances the Führer's negative effects.
15.1.5 The Führer Approval marker, as well as the Manstein marker, are placed on the Führer Approval track according to the scenario instructions.

15.2 Procedure

15.2.1 Lowering the Führer Approval level:
During the German Supply phase, the Führer Approval level automatically drops the following amounts during this phase:
• 1 point if both Stalingrad hexes are occupied by out of supply Axis units and if FS is sealed (NOV III to DEC IV).
• 2 points if at least one Stalingrad hex is occupied by a Soviet unit (NOV III to DEC IV).
• 3 points if both Stalingrad hexes are occupied by Soviet units (NOV III to DEC IV).
• 1 point if both Stalingrad hexes are occupied by Soviet units (JAN I to FEB I).
• Following capture of a strategic hex by the Soviet player (see the Strategic Hex Value table).
• 1 point following elimination of an Axis HQ.

Additionally, during the Movement phase, satisfaction drops 1 point each time an Axis HQ moves away from the FS marker (counted as the number of hexes) as judged at the end of its movement (NOV lV to DEC lV). Such movement is not permitted if it would place the Führer Approval marker in the 0 box.
15.2.2 Raising the Führer Approval level:
• For each attack (including during the Exploitation phase) where an armored attack is declared and the target hex is captured with 3 Soviet step losses (Soviet armor losses count double), then the approval level immediately increases by 1.
• For each attack (including during the Exploitation phase) where an armored attack is declared, if the target hex is captured and is located 4 hexes or less from a unit in OOS-FS status, then the approval level immediately increases by 1.
Increase of the approval level due to armored attacks is limited to +1 during the Combat phase, and +1 during the Exploitation phase.
• Following recapture of a strategic hex by the Axis player (per the Strategic Hex Value table).

Strategic Hex	Effect on Führer Approval	
	Soviet Capture	Axis Recapture
Red Star	- 1	+ 1
City	- 1	+ 1
Major City	- 2	+ 2
Stalingrad (per hex)	0 (automatic drop per 15.2.1)	+ 1

15.3 Crisis at OKH

When the Führer Approval marker reaches the 0 box, a crisis occurs at OKH (the Oberkommando des Heeres (OKH) was the High Command of the German Army) with the following consequences:
• The Axis player rolls 2d6, refers to the OKH Crisis table and applies the results.
• Turn the Führer Approval marker over as a reminder of this event.
• If several OKH crises occur prior to the Supply phase, the dice are not rerolled and the Manstein marker is lowered one box.

16 Manstein Marker

16.1 General Concepts

16.1.1 Manstein greatly influenced the progress of operations in this theater. His prestige allowed him to hold his own, to a certain degree, against Hitler, and his masterful February offensive stabilized the situation in the entire sector.

16.2 Manstein Marker

16.2.1 The marker has two sides, used to indicate which offensive can be launched. (see 16.3)

16.2.2 The Manstein marker is placed on the Führer Approval track and serves as a 'shield' to prevent its worst effects. As such, no matter where the Approval marker is positioned, the RPs and Support markers received cannot be less than what is indicated in the box occupied by the Manstein marker.

16.2.3 Manstein's prestige can vary during the game, and he may even be dismissed. His prestige varies as follows:

- When an OKH Crisis occurs (Führer Approval marker in box 0), the Manstein marker may be moved according to the result of the crisis.
- For each major Soviet success Manstein's approval level is lowered by one box.
- For each major city (both hexes for Stalingrad) recaptured by the Axis player for the first time, Manstein's approval level is increased by one box.
- During each Axis Supply phase when an Axis unit in a Stalingrad hex is back in supply, Manstein's approval level is increased by one box.
- Once during the game, if the FS is not sealed at the end of a Soviet turn, Manstein's approval level is increased by one box.
- According to the Wintergewitter offensive (see 16.3.1).
- According to the Backhand Blow offensive (see 16.3.2).

16.2.4 If the Manstein marker arrives in box 0 at the end of a turn, he is immediately dismissed, and the Manstein Offensives may not happen. The Führer Approval marker is placed in box 3, and may not move again until the end of the game.

16.3 Manstein Offensives

Twice during the game the Axis player can launch a Manstein Offensive: Wintergewitter, then the Backhand Blow. The names of the offensives are printed on the Manstein marker, which starts off with the Wintergewitter face showing.

16.3.1 Wintergewitter Offensive

This offensive may be launched up to the DEC IV turn inclusive if, at the beginning the Support phase, both of the following conditions are met:

- The Axis player has two full strength armored divisions (must be complete in the case of a multi-component division), stacked with or adjacent to a German HQ.
- He has at least two Support markers in in his Available Supports box.

The Axis player may then launch this offensive signaled by returning 2 Support markers from his Available Supports box to the draw pool, and then **choosing** 2 Support markers from the draw pool. No other support markers are received this turn. These support markers must be used this turn. The Manstein approval level is advanced one box if before the JAN I turn, the FS is not sealed at the end of an Axis turn (can occur only once).

16.3.2 Backhand Blow Offensive

Once during the game, starting JAN I, the Axis player may launch this offensive.

The offensive is declared at the beginning of the Axis player's turn. The procedure is as follows:

- The Manstein marker is placed two turns ahead on the Turn Record track.
- The Führer Approval marker is placed in box 7 of the Führer Approval track, its current location notwithstanding.
- The Axis player may **choose** 3 support markers from the draw pool. No other support marker is received this turn. These supports must be played this turn.

Consequences:

During the Reinforcements and Replacements phase of the turn when the Manstein marker comes back into play, the Axis player returns all available Support markers to the draw pool. Next, he counts all the major city hexes captured by the Axis during these three turns, and then subtracts from this tally the total number of major cities newly captured and/or recaptured by the Soviet player. Then the following adjustments are made to the Führer Approval track:

- If the difference is 2 or more, the Manstein and Führer markers are placed in box 7 of the Approval track.
- If the difference is 1, the Manstein and Führer markers are placed in box 5 of the Approval track.
- If the difference is 0 or negative, the Manstein marker is withdrawn from the game and the Führer marker is placed in box 2 of the Approval track.

See Example #13

17 Reinforcements and Replacements Phase

Reinforcement units arrive as described below. Support markers received as reinforcements are placed directly into the draw pool, unless otherwise stated.

17.1 Soviet Reinforcements

All Soviet reinforcements arrive according to the reinforcement schedule, and enter play on a specific hex or in the STAVKA Reserve box.

If the Soviet player controls a least one major city (in the case of Stalingrad, the two hexes), he may place one reinforcement unit there instead of in the STAVKA Reserve box. No enemy unit may be adjacent to the city.

Mars reinforcements arrive in the STAVKA Reserve Box.

17.2 Axis Reinforcements

17.2.1 All Axis reinforcements arrive according to the reinforcement schedule, following the specific scenario instructions.

17.2.2 Axis reinforcements can move by rail during the same phase (by using rail movement points).

17.2.3 If the two Stalingrad hexes are controlled by the Soviet player, then every reinforcement phase the Axis Player receives a non-elite, reduced infantry division for free, chosen from the eliminated units box. If the eliminated units box does not have any such division, then these reinforcements are not received for this turn.

17.2.4 Mars Reinforcements arrive on the west edge of the map.

17.3 Replacement Points

The Replacement Points (RPs) are used to rebuild destroyed units in the Eliminated Units box, or to bring reduced units up to full strength.

17.3.1 The Soviet player receives RPs, as indicated on the reinforcement schedule (2 RPs/turn).

17.3.2 The Axis player receives RPs for Axis units (German or allied) as indicated on the Führer Approval track, except during the first turn.

17.3.3 Half of the Axis player's RPs (rounded down) may be used for allied units (Hungarian, Italian and Romanian).

17.3.4 RPs may not be accumulated from turn to turn.

17.3.5 An RP can be used to rebuild an eliminated HQ.

17.3.6 Reduced non armored units on the map require 1 RP per step rebuilt.

17.3.7 Reduced armored units (or a component of an armored division) on the map require 1 RP and 1 support per step rebuilt.

17.3.8 Eliminated Axis non armored divisions require 1 RP to rebuild each step loss.

17.3.9 Eliminated Soviet non armored divisions require 1 RP to be rebuilt to full strength.

17.3.10 Eliminated Axis armored units (or a component of an armored division) require 1 RP and 1 support per step rebuilt.

17.3.11 Rather than using a Support marker to rebuild an armored division or an armored division component step loss (see 17.3.7 and 17.3.10), the Axis player may instead use an armored KG present on the map. The KG must be in supply and not adjacent to an enemy unit. It may have one or two steps. The KG (even a 2 step KG) is permanently eliminated.

17.3.12 Eliminated Soviet tank units require 1 RP and 1 support to be rebuilt to full strength.

17.3.13 Rebuilt eliminated units arrive:

• On or adjacent to a supplied HQ of the same nationality for the Axis player, not adjacent to an enemy unit;

• In the STAVKA Reserve box for the Soviet player.

17.3.14 Units which are out of supply, outside the control radius of an HQ or adjacent to an enemy unit may not receive RPs.

18 Withdrawal and Upgrading of Units

18.1 Withdrawal of Units

18.1.1 The reinforcement schedule also indicates the turn divisions are withdrawn. During the Reinforcements and Replacements phase the player must withdraw from the map the number of divisions indicated on the schedule, characterized by their attack factor and type. The withdrawn units are placed in the player's Withdrawn Units box. The attack factor indicated on the player aid card is the minimum attack factor the unit must possess in order to satisfy the withdrawal requirement.

18.1.2 The divisions must be in supply, but may be reduced. For the Soviet player, the unit may be withdrawn from the STAVKA Reserve box. If a player is not able to withdraw the requisite number of divisions, he loses all further RPs until the end of the game.

18.2 Unit Upgrading

18.2.1 The reinforcement schedule indicates the turn some units are upgraded. The player simply replaces the old unit with the new one (having the same historical designation) regardless of the status of the old unit (eliminated, in supply or not). A reduced unit remains reduced after upgrading.

Exception: Soviet infantry divisions upgraded to Guards status may be chosen regardless of their historical designation.

Example #13. Führer Approval and Manstein Marker

The game starts on NOV III with the Führer Approval marker in box 7 and the Manstein marker in box 5. During the NOV III turn the Soviet player captures Kalach (-1 satisfaction) and destroys a Romanian HQ (-1 satisfaction). The Soviet turn ends with the Approval marker in box 5. At the start of his turn the Axis player declares Fortress Stalingrad, thus eliminating the 6th Army HQ (-1 satisfaction). He must also apply the consequences of a major Soviet success and lowers the Manstein marker to box 4.

During the Axis supply phase satisfaction is lowered another level since the Stalingrad hexes are occupied by out of supply Axis units and the FS pocket is sealed. The Führer Approval marker is now in box 3. During the Axis Support phase the Manstein marker occupies the higher numbered box. Therefore this marker is used to determine the number of supports to be received, 2 for this turn.

The Axis player decides upon a general retreat, and during his movement phase moves the 4th PzA HQ and Romanian HQ away from Stalingrad, thereby lowering the approval level by another two points. The Führer Approval is lowered to box 1. During the Reinforcements and Replacements phase, the Manstein marker is at the higher level. Therefore this marker serves to determine the number of replacement points received, 1 RP for the current turn.

The Soviet player captures the city of Kotelnikovo during the combat phase of the NOV IV turn. The Approval level falls another level to 0, and this precipitates a crisis at OKH!

The Axis player rolls 2d6 and refers to the OKH Crisis table. The result was a 7, with the following consequences:

• The Manstein marker is lowered one level to box 3. The Approval marker is turned over and repositioned on level 6.

• The Axis player must perform at least 2 armored attacks before the next Reinforcements and Replacements phase in order to advance the Manstein marker 1 space.

• In addition, during his next turn, units located in cities will not be able to move. ●

Scenarios

Introduction

Each scenario is described in the same way and contains the following information:
- **Map:** specifies whether the whole map is to be used, or just the introductory scenario Wintergewitter map.
- **Duration:** specifies the length of the scenario, expressed in game turns.
- **Weather:** specifies the weather for the first turn.
- **Setup:** refers to the appropriate setup player aids for the scenario.
- **Reinforcements:** refers to the appropriate reinforcement player aids for the scenario. Directions on how to enter the game are given for each counter as follows:
    - **(Hex) xxxx:** indicates placement of the reinforcements in the designated hex
    - **(Hexes) xxxx to yyyy:** indicates placement of the reinforcements in one or several of the designated hexes
    If all the arrival hexes for reinforcements are occupied by enemy units, the reinforcements are immediately eliminated.
    - **STAVKA:** indicates placement of the reinforcements in the STAVKA Reserve box.
    - **Operation Mars:** indicates entrance of the reinforcements determined by the position of the marker on the Operation Mars player aid. These reinforcements are placed in the STAVKA Reserve box for the Soviet player, and on the west edge of the map for the Axis player.
    - **Upgrade:** replace the first unit with the second one. See chapter 18.
    - **Withdrawal:** Designates units to be withdrawn, identified by the listed combat factors and type. Players wishing to follow the historical order of battle may select the actual historical units as displayed on the player aid.

Certain reinforcements do not arrive on a set turn; their arrival depends on how the game is progressing (conditional reinforcements). How they arrive is laid out on the appropriate player aid.
Note: *supports arriving as a reinforcement do arrive during the Reinforcements and Replacements phase, and not in the Support phase. Unless stated otherwise, they are placed in their normal draw pool.*
- **Special rules:** Special Rules are specific to each scenario and apply to that scenario only. Players are recommended to read them closely, because they may differ from the standard rules.
- **Victory conditions:** These specify how players win the game (mainly through capturing strategically important hexes).
- **Victory levels:** Indicate the level of victory obtained by the winner.
Note: *the scenarios are set out in the order they should be played, in order to assimilate all the rules as well as possible.*

I. Introductory Scenario: Wintergewitter

All the elements for the scenario are on the two corresponding player aids. This scenario does not require use of the main map and only part of the rules are used.
This is the ideal scenario to become familiar with the 'Roads' system.

II. Scenario: Operation Uranus

This scenario covers the whole of Operation Uranus, launched by the Soviets with the aim of encircling Stalingrad.
It is the ideal scenario to familiarize yourself with the rules specific to this game. Players are strongly recommended to play this scenario at least once, before going on to play the whole campaign.
- **Map:** the scenario is played east of row xx22 inclusive.
- **Duration:** 3 turns, from NOV III to DEC I inclusive.
- **Weather:** automatically Snow and Blizzard on turn NOV III
- **Setup:** see the 'Campaign game: On the Brink of Disaster' player aids. Only those units whose placement hex is **not** in red are used for this game. When playing the Operation Uranus scenario refer to the Campaign Setup player aid, but only use those units with a placement hex **in black**. (NB: the Italian 8th Army HQ has two setup hexes, dependent on the scenario).
The game markers are set up as follows:
    - **Weather marker:** Snow
    - **Cloud Cover marker:** Blizzard
    - **River Status marker:** Not Frozen
    - **German Superiority markers:** all on their Active side, on the Axis player aid.
    - **VP and VP*10 markers:** on space 0 of the General track
    - **Soviet Minor Offensive A marker:** on space NOV IV of the Turn Record track (Stalingrad side visible)
- **Reinforcements:** see the Operation Uranus Reinforcements player aid
- **Special rules:**
- The rules in sections 6, 12, 15 and 16 can be ignored for this scenario. Since the effects of the 'OKH Discord' and 'Stalin' support markers cannot be applied, they are considered to be without effect.
- First major Soviet offensive:
    - The Soviet player must start the game by launching a Major Offensive.
    - The dice are not rolled to obtain supports. The Soviet player chooses 10 supports from the pool, 4 of which must be artillery or Katyushas.
    - On the first turn, the Major Offensive marker is not placed on the map. Therefore the supports may be placed regardless of the location of the Offensive Marker.
    - All supports chosen that are marked O must be played on the first turn.
    - All of the artillery and Katyusha supports must be used, in equal number, north of row 15xx inclusive, and south of this row. In case of an odd number, the extra support is used north of this row.

- At the start of the game, the Axis player selects 4 supports from those available and places them in the Available Supports box. He draws 2 supports at random on turns NOV III, NOV IV and DEC I.
- Soviet HQs may not move in this scenario.
- During the Offensive Marker placement phase of the NOV IV turn, the Soviet player places his Minor Offensive marker A, displaying its Stalingrad side, on or adjacent to one of the two Stalingrad hexes. For this scenario he will receive supports for the Minor Offensive A and the STAVKA Supports boxes.
- The Axis player does not receive any rail points for this scenario. They are all used automatically to allow reinforcements to arrive.
- the Italian HQ cannot move during this scenario.
- There are no replacements for either side and no STAVKA phase during NOV III turn. There are no RP for Axis player in this scenario.
- No movement is allowed within the boundaries of 28th Army zone as drawn on the map. However, supply lines may be traced across this zone if necessary.
- Hexes 1335 and 1435: The outline of these two hexes simulates the last Soviet positions in Stalingrad. Soviet units in these hexes conform to the following rules:
   • They are considered as being in the city of Stalingrad, and the river has no impact on either attack or defense.
   • As long as either hex 1334 or 1434 is occupied by Axis units they may not move, and no Soviet armored unit may finish its movement there.
   • Units in these hexes may not have Support markers attached to them.

• **Victory conditions:**
Supply for all units is tested at the end of the game.
- The Soviet player wins a decisive victory the moment he captures one of the Stalingrad hexes (1334 or 1434).
- The Axis player wins a decisive victory if he has not declared Fortress Stalingrad by the end of the game and if he still possesses Stalingrad, with one unit in the city able to trace a supply line.
- If neither player wins a decisive victory, the Soviet player wins and loses victory points (VPs) as outlined below:
   • If the Axis player does not have an in-supply unit in Stalingrad at the end of his turn, and if the FS pocket is sealed: +1 VP per turn
   • If the FS pocket is not sealed at the end of a Soviet turn: -5 VPs per turn
   • If the FS pocket is not sealed at the end of an Axis turn: -1 VP per turn
   • For each of the following hexes occupied by a Soviet in-supply unit: Pitomnik (1333), Goumrak (1433), Niezne (1129), Bokovskaia (1624): +2 VPs (+1 VP if the unit in the hex is OOS)
   • For each of the following hexes occupied by a Soviet in-supply unit: Morozovsk (1125), Talsiskaia (1023), Kotelnieskovo (0729): +5 VPs (+3 VPs if the unit in the hex is OOS)
   • For any hex (other than those described above) to the west or south of the River Chir and occupied by an in-supply Soviet unit: +1 VP
   • For each hex between the Chir and the Don occupied by an in-supply Axis unit: -1 VP
   • For each supply level of Fortress Stalingrad: - 1 VP
   • For each support present in the STAVKA Available Supports box at the end of the game: +1 VP (max +6 VPs)
The total of VPs won determines the victory levels.

• **Victory levels**
- Soviet Major Victory: + 6 VPs or more
- Soviet Minor Victory: +2 VPs to + 5 VPs
- Axis Minor Victory; -2 to -5 VPs
- Draw: -1 to +1 VP

III. The Full Campaign: On the Brink of Disaster

This is the full campaign, from Operation Uranus to Manstein's counterattack. It is recommended that both players have played the Operation Uranus scenario several times before embarking on the campaign game.

• **Map:** the whole map.
• **Duration:** 17 turns, from NOV III to MAR IV.
• **Weather:** automatically Snow and Blizzard on turn NOV III; the waterways are not frozen.
• **Setup:** see the player aid for Campaign Game: On the Brink of Disaster.
• **The game markers are set up as follows:**
   - **Weather marker:** Snow
   - **Cloud cover marker:** Blizzard
   - **River Status marker:** Not Frozen
   - **Manstein marker:** on space 5 of the Führer Approval track, Wintergewitter side visible.
   - **Führer Approval marker:** on space 7 of the Führer Approval track.
   - **Operation Mars marker:** on the Status Quo space.
   - **German Superiority markers:** all with their Active side visible on the Axis player aid.
   - **Rail Points marker:** on space 2 of the General track.
   - **VP and VP*10 markers:** on space 0 of the General track.
    Soviet Minor Offensive A marker: on space NOV IV of the Turn Record track (Stalingrad side visible)

• **Special Rules:**
- Turn 1 (NOV III)
   • **First major Soviet offensive:**
      - The Soviet player must start the game by launching a Major Offensive.
      - The dice are not rolled to obtain supports. The Soviet player chooses 10 supports from the pool, 4 of which must be artillery or Katyushas.
      - On the first turn, the Major Offensive marker is not placed on the map. This means the supports may be placed regardless of the location of the Offensive marker.
      - All supports marked O that have been chosen must be played on the first turn.
      - All of the artillery and Katyusha supports must be used, in equal number, north of row 15xx inclusive, and south of this row. In case of an odd number, the extra support is used north of this row.
   • At the start of the game, the Axis player selects 4 supports from those available and places them in his Available Supports box.
   • No unit located west of row xx22 may move during the NOV III turn, German reinforcements excepted.
   • There are no replacements for either side and no STAVKA phase during NOV III turn.

- Other Special Rules:

• The Soviet player receives 2 replacement points per turn from NOV IV to the end of the game.

• The Axis player has 2 rail points on turn NOV III, and thereafter 4 rail points per turn for the rest of the game.

• During the Offensive Marker placement phase of the NOV IV turn, the Soviet player places his Minor Offensive A marker, with its Stalingrad side visible, on or adjacent to one of the two Stalingrad hexes.

• No movement is allowed within the boundaries of 28th Army zone as drawn on the map. However, supply lines may be traced across this zone if necessary. Units located in this zone arrive as reinforcements during the specified turn on the player aid.

• The Axis player may not end movement on row 00xx.

• Hexes 1335 and 1435: The outline of these two hexes simulates the last Soviet positions in Stalingrad. Soviet units in these hexes conform to the following rules:

  - They are considered as being in the city of Stalingrad, and the river has no impact on either attack or defense.
  - As long as either hex 1334 or 1434 is occupied by Axis units the Soviet units may not move, and no Soviet armored unit may finish its movement there.
  - Units in these hexes may not have Support markers attached to them.

• Starting with the FEB II turn, if the Soviet player controls both Stalingrad hexes, he must withdraw the following divisions at full or reduced strength during his Reinforcements and Replacements phase:

  - 9x 3-4-2/2-2-2 (historical: 13G, 15G, 27G, 36G, 39G, 51G, 52G, 66G, 67G)
  - 28x 2-3-2/1-1-2 (historical: 23, 24, 29, 38, 45, 49, 64, 84, 95, 96, 99, 116, 120, 138, 173, 204, 214, 226, 233, 252, 260, 273, 284, 298, 299, 343, 422, 7SK)

The Soviet player loses victory points if he withdraws these units after FEB II.

Note: HQ Transcaucasus counter had been included to give the Soviet a chance to maneuver south if HQ Stalingrad was completely blocked at the pocket. In fact, we never used it in the tests (the Trans HQ was never moved to avoid supply shortages). If players want to use it, they can have it arrive as reinforcement in JAN IV in 0022.

• Victory conditions:

- The Soviet player wins a decisive victory if he controls both Stalingrad hexes and the major city of Rostov at the end of the DEC IV turn.
- The Axis player wins a decisive victory if he has a supplied unit in Stalingrad and if he has not lost any major city by the end of DEC IV turn.
- If neither player has achieved a decisive victory by the end of the scenario, the Soviet player gains and loses victory points (VPs) according to the following conditions:

  • + 5 VP for each major city controlled (both hexes for Stalingrad).
  • + 3 VP for each major city controlled by the Axis player and which is out of supply.
  • + 2 VP for each hex containing a supplied unit: 1701, 1901, 2301, 2601, 0001, 0201, 0401, 0501, 0701.
  • + 4 VP for each hex containing a supplied unit: 0801, 0901, 1101, 1301, 1401.
  • +1 VP if a supplied unit is in the Dnieper bend.
  • +3 VP if Manstein has been dismissed.
  • -5 VP per turn after FEB II if Stalingrad is not entirely controlled by the Soviet player.

The victory level is determined by the total number of victory points earned.

• Victory Levels

- Soviet Strategic victory: 21 VPs or more
- Soviet Operational victory: + 15 VPs to +20 VPs
- Soviet Minor victory: + 10 to +14 VPs (historical: Rostov: 5VPs, Stalingrad: 5 VPs)
- Draw: + 8 to +9 VPs
- Axis Minor victory: + 7 VPs
- Axis Operational Victory: + 6 VPs
- Axis Strategic victory: + 5 VPs or less

IV. Scenario:
Backhand Blow

This scenario allows players to simulate Manstein's famous 'backhand blow', which allowed the front to be reestablished and which was only stopped by the arrival of the mud.

• Map: the scenario is played west of row xx20 inclusive.
• Duration: 5 turns, from FEB III to MAR III inclusive.
• Weather: automatically snow on turn FEB III. Roll 2d6 for the cloud cover. Major and minor rivers are frozen.
• Setup: see the Backhand Blow player aids.
• The game markers are set up as follows:

  - **Weather marker:** Snow
  - **Cloud Cover marker:** dependant on die roll.
  - **River Status marker:** major rivers frozen
  - **Manstein marker:** on space 1 of the Führer Approval track, Backhand Blow side visible.
  - **Führer Approval marker:** on space 2 of the Führer Approval track.
  - **German Superiority markers:** one marker only on its Active side (chosen by the Soviet player) on the Axis player aid. The three remaining markers are on their Inactive side.
  - **Rail Points marker:** on space 4 of the General track.

• Special Rules:

- The game starts on the FEB III German turn, the Soviet turn having already taken place.
- All the game's rules apply, with the exception of those for Operation Mars.
- The Soviet player receives 2 replacement points per turn, starting on the FEB IV turn.
- The Axis player has 4 rail points per turn.
- The Axis player rolls 2d6 to determine the cloud cover and declares the Backhand Blow offensive, as described in the rules (16.3.2).
- Before starting the game, the Soviet player draws 2 supports at random and places 1 in the Major Offensive Available Supports box, and one in the STAVKA Available Supports box. If a 'Stalin' or a 'Test Supply Shortage' support should be drawn, return it to the draw pool and redraw.

• Victory conditions and victory levels:

- The Soviet player wins a Decisive victory if by the end of the game he has not lost a major city, or at the moment he captures a new major city without having lost any major cities.
- The Axis player wins a Decisive victory if he has recaptured 2 major cities from the Soviet player, or 1 major city and 4 or more cities.

- The Axis player wins a Marginal victory if he has recaptured 1 major city and 3 cities from the Soviet player.
- The game is drawn if the Axis player has recaptured 1 major city and 2 cities from the Soviet player.
- The Soviet player wins a Marginal victory if the Axis player has only recaptured 1 major city and less than 2 cities.

Cities initially controlled by the Axis player that are subsequently captured by the Soviet player are deducted from the final count. For example: The Axis player has captured Kharkov, Lozovaia, Barvenkovo, Oboyan and Bielgorod, but he has lost Voroshilovsk. This gives a final count of 1 major city and 3 cities, and therefore a Marginal victory for the Axis.

V. Scenario:
Star and Gallop

This scenario starts on the turn Stalingrad has fallen. Once again both adversaries find themselves on the edge of the abyss, with the Soviet player forcing his exhausted units on against an opponent who is in equally dire straits.

• **Map:** the scenario is played on the west of the map, up to row xx25 inclusive.
• **Duration:** 7 turns, from FEB I
to MAR III
• **Weather:** automatically Snow on turn FEB I. Roll 2d6 for cloud cover. Major and minor rivers are frozen.
• **Setup:** see the Star and Gallop player aids.
• **The game markers below are set up as follows:**
  - **Weather marker:** Snow
  - **Cloud Cover marker:** dependent on the 2d6 roll.
  - **River Status marker**: major rivers frozen
  - **Manstein marker:** on space 3 of the Führer Approval track.
  - **Hitler Approval marker:** on space 5 of the Führer Approval track.
  - **German Superiority markers:** 2 on their Active sides and 2 on their Inactive sides, the Soviet player to choose.
  Note: to simplify things, the effects of the fall of Stalingrad have already been taken into account.
  - **Rail Points marker:** on space 4 of the General track.

• **Special Rules:**
- All the game's rules apply, with the exception of those for Operation Mars.
- The Soviet player receives 2 replacement points per turn.
- The Axis player has 4 rail points per turn.
- Before starting the game the Soviet player takes the Stalin, Axis Surrender, Supply Shortage and Test Supply Shortage supports out of the draw pool; then he chooses 4 of the remaining supports and places them in the STAVKA Available Supports box. Next he draws 6 supports at random that he places in the STAVKA Available Supports box, and 3 supports that he places in the Minor Offensive B Supports box. Finally, he takes the supports he had previously removed (Stalin, Axis Surrender etc.) and puts them back in his draw pool.
- The Axis player starts with 2 supports drawn at random from his Available Supports box.
- During his Offensive phase, the Soviet player places his two Offensive markers according to the rules and the following point:
- The Major Offensive marker must be placed west of the Donetz.

• **Victory conditions and victory levels:**
At the end of the game, the Soviet player counts the number of Major Cities he controls (other than Stalingrad), or which are occupied by an OOS Axis unit:
- 0 major cities: Major Axis victory
- 1 major city: Minor Axis victory
- 2 major cities: Minor Soviet victory
- 3 major cities or more: Major Soviet victory

COMBAT RESOLUTION TABLE

2D6	RATIO 1/2 losses	A	D	RATIO 1/1 losses	A	D	RATIO 2/1 losses	A	D	RATIO 3/1 losses	A	D	RATIO 4/1 losses	A	D	RATIO 5/1 losses	A	D	RATIO 6/1 losses	A	D	2D6
2	A3	AR	R	A2	AR	R	A2D1	AR	F	A1	-	R	A1	-	R	-	-	R	A1D1	E	DR2	2
3	A2	AR	R	A2D1	AR	F	A1	AR	-	A1	-	R	-	-	S	A1D1	-	S	A1D1	D1	DR2	3
4	A2D1	AR	Eng	A1	AR	R	A1	AR	R	-	Eng	-	A1D1	Eng	F	A1D1	D1	Eng	D1	E	DR2	4
5	A1	-	Eng	A1	Eng	-	-	Eng	F	A1D1	-	R	A1D1	D1	S	D1	E	DR	D1	E	DR2	5
6	A1	AR	R	A1	AR	R	A1D1	-	R	A1D1	D1	F	D1	E	DR	D1	E	DR	A1D2	E	DR2	6
7	A1	-	-	-	Eng	-	A1D1	-	S	D1	E	DR	D1	E	DR	D2	E	DR2	D2	E2	DR3	7
8	A1	-	-	A1D1	-	F	D1	E	S	D1	E	DR	A1D2	E	DR2	A1D2	E2	DR2	D2	E2	Eng	8
9	A1D1	-	F	A1D1	-	-	D1	D1	DR	A1D2	E	DR2	A1D2	E	DR2	D2	E2	DR3	D2	E2	DR3	9
10	A1D1	E	Eng	D1	E	DR	A1D2	E	DR2	A1D2	E	DR2	D2	E2	DR3	D2	E2	DR2	A1D3	E3	DR3	10
11	D1	E	DR	A1D2	E	DR2	A1D2	E	DR2	D2	E2	DR3	D2	E2	DR3	A1D3	Eng	DR3	D3	Eng	DR3	11
12	A1D2	E	DR2	A1D2	E	DR2	D2	E2	DR3	D2	E2	DR3	A1D3	E3	DR3	D3	E3	DR3	D4	E3	DR3	12

• AR : attacker's units retreat one hex or suffer 2 losses.

• E, E2, E3 : 1, 2 or 3 of the attacker's units may be placed in Exploitation (an armored division is worth ½ unit if an armored attack has been declared by the attacker).

• D1 : defender suffers one more loss.

• Eng : attacker must re-roll the dice in the same column and apply only attrition results a second time for both sides, even if one side has been completely eliminated due to attrition results.

• DR, DR2, DR3 : defender's unit(s) retreat 1, 2 or 3 hexes.

• S : defender remains in place and suffers an additional loss or retreats one hex.

• F : defender remains in place or retreats one hex and suffers 1 loss less.

• R : defender may move one unit that is not adjacent to an enemy unit and that is located within 2 hexes of the defending hex. The selected unit may move up to half its normal movement factor. This unit can end its movement adjacent to an enemy unit, but not in the attacked hex.

Reminders :

• Defender's supply is checked before combat.

• No tactical results for attacker in Exploitation phase.

• Don't forget German Superiority rules.

• If an armored attack is declared during combat, and if all the components of an armored division present on the map take part in the attack, then those combined components of the division only count as half a unit in Exploitation.

S - Snow
M - Mud
rf - minor rivers frozen

RF - major rivers frozen
S/rf - Snow, and minor rivers frozen

S/RF - Snow, and major rivers frozen
CS - Clear Sky

OS - Overcast Sky
Bz - Blizzard

WEATHER TABLE

2d6	NOV IV	DEC I	DEC II	DEC III	DEC IV to FEB III	FEB IV	MAR I	MAR II	MAR III
2	S - CS	S - CS	S - CS	Srf - CS	S/RF - CS	S/rf - CS	S - CS	S - CS	S - CS
3	S - CS	S/rf– CS	S/RF – CS	S/RF – CS	S/RF - CS	S/RF - CS	S/RF – CS	S/rf– CS	S - CS
4	S - CS	S/rf– CS	S/RF – CS	S/RF – CS	S/RF - CS	S/RF - CS	S/RF – CS	S/rf– CS	S - CS
5	S - CS	S - OS	S - OS	Srf - OS	S/RF - OS	S/rf - OS	S - OS	S - OS	S - CS
6	S - OS	S - CS	S - CS	Srf - CS	S/RF - CS	S/rf - CS	S - CS	S - CS	M - CS
7	S - OS	S - OS	S/rf– OS	S/RF - OS	S/RF - OS	S/RF - OS	S/rf– OS	M - OS	M - OS
8	S - OS	S - OS	S - OS	Srf - OS	S/RF - OS	S/rf - OS	S - OS	M - OS	M - OS
9	S - OS	S - OS	S - OS	Srf - OS	S/RF - OS	S/rf - OS	M - OS	M - OS	M - OS
10	S - Bz	S - Bz	S - Bz	Srf - Bz	S/RF - Bz	S/rf - Bz	M - Bz	M - Bz	M - Bz
11	S - OS	S - OS	S - OS	Srf - OS	S/RF - OS	M - OS	M - OS	M - OS	M - OS
12	S - Bz	S - Bz	S - Bz	Srf - Bz	S/RF - Bz	M - Bz	M - Bz	M - Bz	M - Bz

CREDITS