

STALINGRAD

Advance to the Volga, 1942



Solitaire Area Movement Series: Volume 1

Rulebook

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all of the titles and subtitles.

Set up the game and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system it employs makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn how to play (short of having an experienced friend teach you).

Learning all of the rules, word for word, is not recommended. Learning all the details of any game is an effort few can achieve. The rules have been written so as to be as comprehensive as possible but are not meant to be memorized. Gradually absorbing the rules in the process of playing is the best approach to mastering this game.

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

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Or email at: sales@revolutiongames.us

Should you have any difficulty interpreting the rules you have several options. Go to the TAKE AIM DESIGNS and STALINGRAD: ADVANCE TO THE VOLGA, 1942 discussion folders at the Consimworld website (www.consimworld.com) and ask your question there. Alternatively, send an email to the electronic mail address above. A last option would be to send a letter by ground mail to the street address above. Questions sent by ground mail should include a self-addressed stamped envelope to receive a reply.

Regardless of how you forward your questions please phrase them so as to be answered with a simple “yes” or “no” or at most a single sentence. Questions about historical interpretations, design theory or design intent will be answered at the designer’s discretion.

“Choose your battles . . .”™

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1.0 INTRODUCTION

STALINGRAD: ADVANCE TO THE VOLGA, 1942 is a solitaire game simulating the campaign by the German Sixth Army to capture the Soviet city of Stalingrad between September 13 and September 30, 1942. The player commands the attacking German forces and the game rules handle the defending Soviet forces.

In reading these rules, if any capitalized term or abbreviation confuses you, refer to the index and glossary at the end of this rulebook. The numerical references found therein and throughout these rules should be ignored during first reading and used only later to refer to related sections for greater clarity.

2.0 COMPONENTS

STALINGRAD: ADVANCE TO THE VOLGA, 1942 includes the following components:

- One 17” by 22” mounted map
- One sheet of 5/8” die-cut counters
- One player aid card
- This rule booklet
- Eight six-sided dice (4 red and 4 black)

2.1 Dice

Throughout the rules “1d6” signifies the roll of a single die, while “2d6” signifies the sum of two dice rolled together, “3d6” signifies the sum of three dice rolled together, and “4d6” signifies the sum of four dice rolled together.

3.0 THE MAP

The map sheet depicts the city of Stalingrad where combat took place between September 13 and September 30, 1942. The scale is approximately 1 inch = 800 meters.

3.1 Map Areas

The map is divided into 50 numbered locations hereafter called Areas. Two Areas are Adjacent to each other if they share a common boundary thus enabling units to move directly from one to another. For game purposes the following Areas are considered adjacent to the Volga River: 8, 10, 12, 13, 14, 22, 25, 26, 37, 41, and 42.

3.1.1 Identifiers. Each Area on the map contains an Identifier divided into two halves. The top half contains a number for identification purposes (from 1 to 50). Areas initially under German Control have identifiers color-coded gray. Areas initially under Soviet control have identifiers color-coded red. The geometric shape of the Identifier (circle, triangle, square, or pentagon) is used for initial placement of Soviet units (5.4).

3.1.2 Area Terrain Type. The bottom half of each Identifier in Areas initially under Soviet control contains that Area’s Terrain Effects Modifier (TEM, from +1 to +4). The TEM is used when resolving attacks against Soviet units in that Area (9.5.3B).

3.1.3 Area Boundaries. Areas are separated by solid black lines.

3.2 Turn Track

The Turn Track printed on the map is used to note the game’s current Turn. At the end of each Turn, advance the Turn marker

one space to the next sequential Turn on the Turn Track.

3.3 Morale Track

The Morale Track is used to record the state of German Morale.

3.4 Record Track

The Record Track is used to keep track of any Supply Points not allocated by the German player during the Supply Phase. These “banked” Supply Points may be allocated in any future Supply Phase. It is also used to keep track of the number of Areas under German control for purposes of determining Operational Victory (11.2).

3.5 Available Support Units Box

The Available Support Units Box holds Air, Artillery, and Engineer markers which the German player purchased during the Supply Phase.

3.6 Used Support Units Box

The Used Support Units Box holds Air, Artillery, and Engineer markers that the German player used during the Combat Phase.

3.7 Out of Action Box

The Out of Action Box holds German units that were selected for loss during the Combat Phase (6.4). They are eligible to return to play through the expenditure of Supply Points.

4.0 PLAYING PIECES

Included with the game are die-cut playing pieces called units, representing the various military formations that fought in the campaign, as well as markers that assist in game play.

4.1 Unit Coloring

German units are field gray. Soviet units are color-coded (4.4).

4.2 German Unit Types

There are two types of German units: Armor and Infantry. During play units will have either their colored (Fresh) or white (Spent) side facing up.



4.2.1 Armor: Armor units may be distinguished from Infantry units by their vehicle illustration. Armor units have a Movement Factor of “6”. When an Armor unit is Out of Action, it costs two Supply Points to return to play.



4.2.2 Infantry: Infantry units may be distinguished from Armor units by their NATO infantry symbol. Infantry units have a Movement Factor of “4”. When an Infantry unit is Out of Action, it costs one Supply Point to return to play.

4.3 German Unit Information

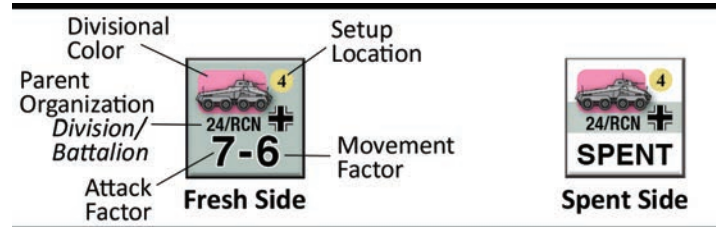
German units have information printed on them to identify the unit and indicate its combat strength as well as its movement capability. The setup location is also included on each unit. *Note: German units with a setup location printed over a blue background*

are used in the Factory District Scenario only (14.0).

4.3.1 Strength Factors. On its Fresh side each German unit has two values below its symbol. The first is the unit’s Attack Factor and the second is the unit’s Movement Factor. There are no values on a German unit’s Spent side since a Spent unit may not move or attack.

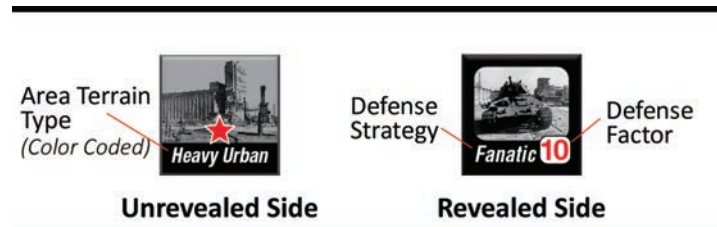
4.3.2 Parent Organization. Each unit has a Parent Organization. This serves to identify the unit for historical purposes and for the Divisional Integrity Bonus (9.5.2D). Parent Organization assumes greater importance if using Optional Rule 12.4.

4.3.3 Unit Size and Organization. German Infantry units are regiments and German Armor units are battalions.



4.4 Soviet Unit Information

Each Soviet unit is color-coded and associated with one Area Terrain Type (3.1.2). Only the Terrain Type is visible on the front (Unrevealed) side. On the back (Revealed) side is the unit’s Defense Factor and Defense Strategy (9.4). The Defense Strategy effect is applied only once, when the unit is first Revealed. Once Revealed, a Soviet unit remains Revealed and only its Defense Factor is used until it is eliminated. Soviet units may not move.



4.5 Markers

Markers represent support units and non-combat units used to record various types of game information.



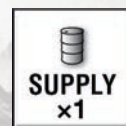
4.5.1 Turn

This marker is used to track the game’s current Turn. **Design Note:** the symbol on the marker is that of the German VI Army which fought at Stalingrad.



4.5.2 Morale

This marker is used to track the current German Morale level. It has a “Strong” and “Shaken” side.

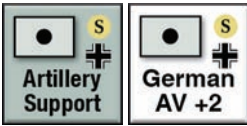


4.5.3 Supply

These markers are used to record German Supply Points not yet expended.



4.5.4 Air (Luftwaffe)
Air Support markers may be purchased with Supply Points during the Supply Phase. **Note:** One Air Support marker is available at no cost each Turn.



4.5.5 Artillery
Artillery Support markers may be purchased with Supply Points during the Supply Phase.



4.5.6 Pioneer (Engineer)
Engineer Support markers may be purchased with Supply Points during the Supply Phase.



4.5.7 Control / Isolation
The player places German Control markers as Soviet units are eliminated to indicate Areas now under German control. If using Optional Rule 12.3, the player places an Isolation marker in Areas containing a Soviet unit that are cut off from the Volga River.



4.5.8 Pavlov's House
The Pavlov's House unit is available only if using Optional Rule 12.6. Otherwise, it is not used.

5.0 PREPARE FOR PLAY

5.1 Game Length

The game is nine turns long and covers the first eighteen days of the battle of Stalingrad from September 13 to September 30, 1942.

5.2 Marker Placement



Place the Turn marker in the "1" (September 13-14) space on the Turn Track.



Place the Morale marker in the "0" space of the Morale Track with its "Strong" side facing up. Morale may increase or decrease during the Random Event Phase (6.2), the Combat Phase (6.4.1, 9.5.5, 9.5.7) and the End Phase (6.5). If German Morale is reduced to 9 or less, flip the marker to its "Shaken" side. **Note:** treat Morale greater than 19 as 19, and less than 0 as 0.



Place the Supply x1 and Supply x10 markers in the "0" space on the Record Track. Place the German Control x1 marker in the "9" space on the Record Track and the German Control x10 marker in the "0" space on the Record Track. **Note:** the Germans begin the game already controlling nine Areas (see 7.2).

Place the Air, Artillery, and Engineer markers in the Used Support Units Box printed on the map.

5.3 German Unit Setup

All German units begin play Fresh side face up.

5.3.1 German Setup.

The following German units are placed on the map at the start of play:

Area 1 (Hill 126.3)



Area 2 (Hill 144.5)



Area 3 (Dubovaya Woods)



Area 4 (Tsaritsa Woods)



Area 5 (Leather Factory)



Area 6 (Hill 120.0)



Area 48 (Yerzovka)



Area 49 (Vinnovka)



Area 50 (Latashanka)



5.3.2 German Reinforcements. German units marked with "T2" and "T7" instead of an Area setup number are reinforcements that appear during the game. T2 signifies Turn 2 and T7 signifies Turn 7.

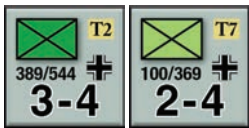
5.4 Soviet Unit Setup

Sort the color-coded Soviet units into the four terrain types they may occupy. Do not include the “Pavlov’s House” unit unless using Optional Rule 12.6. Shuffle the counters of each terrain type and then randomly place one counter, Unrevealed side up, in each Area whose Identifier corresponds to its terrain type: round for clear, triangle for elevated, square for Light Urban, and pentagon for Heavy Urban. **Note:** After setup is complete, excess Soviet counters should be removed from play without being examined.

6.0 SEQUENCE OF PLAY

Each Turn represents two full days of combat and comprises five Phases. The sequence of play is conducted in the following order: Dawn Phase, Random Event Phase, Supply Phase, Combat Phase, and End Phase.

6.1 Dawn Phase



6.1.1 Reinforcement. The player receives two Reinforcements during the game. On Turn 2 the 389th Division and 245A Assault Gun unit may be placed in Area 1 or Area 2. On Turn 7 the 100th Infantry Division and 245B Assault Gun unit may be placed in either Area 1, Area 2, or (if German Controlled) Areas 31 or 32. Reinforcements must be placed in one Area.



6.1.2 Withdrawal. There is one mandatory withdrawal during the game, on Turn 9. On Turn 9, remove the four units of the 29th Motorized Division from play. **Note:** This withdrawal may also occur as a result of a Random Event (6.2.1).

6.2 Random Event Phase

During the Random Event Phase, the player makes a 3d6 roll and consults the Random Event Chart on the player aid card.

6.2.1 64th Army Breakthrough. For each unit belonging to the 29th Motorized Division that is in the Out of Action Box and unavailable to be withdrawn reduce German Morale by -1. This penalty applies whether the division was withdrawn as the result of a Random Event or mandatory withdrawal during the Turn 9 Dawn Phase. Units withdrawn as a result of a Random Event return as a Reinforcement (6.1.1) the following Turn and may be placed in Area 5 (Leather Factory) or Area 6 (Hill 120.0). **Note:** If the Random Event roll is a “3” after the 29th Motorized Division has already been withdrawn, treat as a “4” instead.

6.3 Supply Phase

At the beginning of each Supply Phase, the German player rolls for Supply Points and may then spend them to gain certain game benefits. Roll 4d6 for German Supply. **Exception:** See 10.2. Supply Points are marked on the Record Track with the game’s two Supply markers. Supply Points may be expended to purchase Support markers, return units in the Out of Action Box to play, or to increase German Morale. Costs are listed in the German Supply Costs chart printed below, on the player aid card, and on the map.

German Supply Costs		
Cost	Type	Effect
1 Point		+2 to one German Attack Value (9.5.2C) when placed.
2 Points		+2 to one German Attack Value (9.5.2C) when placed. Cancels Rubble effect (12.1).
3 Points*		-1d6 from one Soviet Defense Value (9.5.3D) when placed.
1 Point		Return an Infantry unit to play**
2 Points		Return an Armor unit to play**
3 Points		Increase German Morale +1

* One Air Support marker is placed in the Available Support Units Box each Supply Phase at no cost. Random Events do not prevent this. The other two must be purchased.

** A unit in the Out of Action Box that returns to play must be placed in a German-Controlled Area containing at least one other German unit or German opening setup Areas 1, 2, 3, 4, or 5. **Exception:** German Units that begin the game in Areas 48, 49 and 50 may only be placed in their setup Area.

6.3.1 Unspent Supply. Supply Points may accumulate from turn to turn. These “banked” Supply Points may be used in any future Supply Phase.

6.4 Combat Phase

6.4.1 Bloody Streets. At the start of the Combat Phase, the player rolls 1d6 for each Contested (7.3) Light Urban and Heavy Urban Area and consults the chart below.

Roll Effect

- 1-4 No effect
- 5 Reduce Morale -1
- 6 Flip the unit(s) to their Spent side AND reduce Morale -1 +1 die roll modifier if the Soviet unit is a Guards unit in an Area with a +4 TEM. Treat results greater than “6” as “6”.

6.4.2 German Action Rounds. The Combat Phase is made up of individual Action Rounds. During each Action Round, the German player may select a single Area on the map containing Fresh units to move (8.0) and/or attack (9.0).

6.4.3 German Movement/Attacks. The German player may activate Areas on the map containing Fresh units to move (8.0) and/or attack (9.0).

The Combat Phase ends when all German units are Spent or the player declines to activate additional Areas. Determine if the player has won an Automatic Victory (11.1).

6.5 End Phase

If the player has not won an Automatic Victory, flip all Spent German units back to their Fresh side. Reduce German Morale by one. Advance the Turn marker to the next space on the Turn Track. Any Support markers still present in the Available Support Units Box remain there and continue to be available. If the player has not won an Automatic Victory at the end of Turn 9 (September 29-30), a final victory check (11.2) is made.

7.0 STACKING AND CONTROL

7.1 Stacking

A maximum of four German units may occupy a single Area. German Support markers (Air, Artillery, and Engineer) do not count against stacking limits.

A maximum of one Soviet unit may be stacked in an Area at any given time.

German units may not move into, attack into, or end a retreat in an Area already stacked to the maximum. They may, however, retreat through a fully stacked Area. **Note:** *Soviet units never move (8.1.2).*

Although most Areas are large enough to display all of the German units therein, stacking all of a player's Fresh and Spent units in separate piles may be done to conserve space.

7.2 Control

Each Area is always Controlled by either the German player or the Soviet side. An Area containing a Soviet unit is always Soviet Controlled. Control changes when the German side has a German unit in a Vacant Area (7.4) previously Controlled by the Soviet side. **Exception:** see 9.5.6. When a Soviet unit is eliminated in combat place a German Control marker in the Area.

7.3 Contested

An Area is considered Contested if it contains units of both sides. Contesting an Area that is Controlled by the Soviet side does not alter control of that Area. See 8.2 and 9.3.

7.4 Vacant

An Area is Vacant if it contains no Soviet units, regardless of the presence of German units. **Note:** *A Vacant Area is always German Controlled.*

8.0 MOVEMENT

8.1 Mechanics of Movement

During an Action Round, the German player selects a single Area for activation. This is called the Active Area. An Area must contain at least one Fresh German unit in order to activate. The player may activate any number of Fresh units in the activated Area.

Units move one at a time. A unit may move from an Area to an Adjacent Area with the number of Areas entered during movement being limited by the printed Movement Factor (MF) on the moving unit. After movement is completed, a unit is flipped to its Spent side.

If the Active Area contains a Soviet unit at the moment of activation, or if German units enter an Area occupied by a Soviet unit, the German player may attack (9.0) that Soviet unit with their activated units. An Unrevealed Soviet Unit is Revealed (9.4) after movement into the Area is completed but prior to combat.

8.1.1 Area Activation. All of the Fresh units in an Area may move and/or attack if the German player has chosen that Area to be the Active Area. Units in the activated Area may move and/or attack until there are no units left to perform an action.

8.1.2 Soviet Units. Soviet units never move.

8.2 Movement Costs

Only Fresh units may move. Movement requires the expenditure of Movement Factors (MF). A unit may continue either to move into Adjacent Areas until it lacks enough MF to enter another Area or it enters an Area occupied by a Soviet unit, where it must stop. Movement into an Area incurs one of the following MF costs (units must expend the highest applicable cost):

- 1 MF** Enter a Vacant Area
- 2 MF** Enter a Vacant Area Adjacent to any Soviet unit
- 3 MF** Enter an Area containing a Revealed Soviet unit
- 4 MF** Enter an Area containing an Unrevealed Soviet unit
- ALL MF** Attack within a Contested Area

If the Active Area is Contested at the moment of activation, German units may exit the Area at normal MF costs, subject to Contested Area exit restrictions (8.3.2).

8.2.1 Multiple Area Destinations. Units starting in an Active Area may move to and/or attack into different Areas. Attacks made into different Areas do not have to be designated in advance. The German player may wait for the results of a move and/or attack before announcing a later move/attack into another Area by other units starting in the Active Area.

Once an Area is attacked, additional units may not move into that Area during the same activation. Units that begin movement in the same Area do not have to end their movement in the same Area. Nor do all moving units have to move simultaneously.

8.3 Movement Restrictions

The following two situations restrict movement:

8.3.1 Overstacking. Units may not move into a fully stacked Area (7.1). **Note:** *German units that must retreat (9.5.8) may retreat through fully stacked Areas.*

8.3.2 Exiting a Contested Area. German units within a Contested Area must first move to a Vacant Area before again entering an Area containing a Soviet unit. Moving directly from one Contested Area to another Contested Area is not permitted.

9.0 COMBAT

Only units in the Area chosen to be the Active Area may attack. An attack incurs no additional MF cost beyond that for entering a Soviet-occupied Area. If the Active Area was already Contested at the moment of activation, the units within that Contested Area may either exit the Area, attack, or some combination of the two.

An attack is resolved only after all units have entered the attacked Area. Other units starting in the Active Area not involved in the attack may move, but no additional units may enter the Area being attacked once combat is resolved.

9.1 Mandatory Attacks

German units must make a Mandatory Attack whenever they enter a Soviet-occupied Area that was not Contested at the moment the Active Area was selected. If a Mandatory Attack results in a Repulse (9.5.5), all participating units must retreat (9.5.8).

9.2 Optional Attacks

Unless required to conduct a Mandatory Attack, the German player may attack with all, some, or none of their units that entered the Area. If they choose to attack, at least one unit must attack.

9.3 Contested Area

If the Active Area is already Contested at the moment of activation, all, some, or none of the German units starting in that Area may attack. If the German player loses the attack, the attacking units do not retreat and must remain within the Active Area. **Note:** *if German units enter a Contested Area containing other German units, they may not join with those units to make a single combined attack.*

9.4 Reveal Soviet Unit

If the Soviet unit in the Area is Unrevealed, it is flipped to its Revealed side. The Soviet unit's Defense Strategy is applied during the Combat Resolution that follows. A Defense Strategy is applied only once, during the Action Round the Soviet unit is first Revealed.

Soviet Defense Strategy Chart	
Defense Strategy	Effect
	Reduce German Morale -1 after Combat Resolution. Applies even if the Soviet unit was eliminated. Ignore if the combat result was a Repulse or Overrun.
	Eliminate the Lead Attacking Unit after Combat Resolution. Ignore if the combat result was a Repulse or Overrun
	The German player must EITHER place one of the attacking units in the Out of Action Box prior to Combat Resolution (German player's choice) OR flip all attacking units Spent and Retreat (9.5.8).
	If the combat result is a Success, it is changed to a Stalemate. Ignore if the combat result was a Repulse, Stalemate, or Overrun.
	The Soviet side rolls 3d6 instead of 2d6 during Combat Resolution, dropping the lowest result. If the Area is adjacent to the Volga River, roll 4d6 instead of 2d6, dropping the lowest two results.

9.5 Combat Resolution

Attacks are resolved by comparing the Attack Value of the attacking German unit(s) plus a 2d6 roll (the Attack Total or AT) against the Defense Value of the defending Soviet unit plus a 2d6 roll (the Defense Total or DT). Combat is resolved in the following order:

- German player designates the Lead Attacking Unit
- German player places Artillery, Engineer, and Air Support markers into the Area (9.5.4)
- Tabulate the final Attack Value and Defense Value
- Roll dice and compute results (9.5.5)
- German Support markers are removed from the Area and placed in the Used Support Units Box printed on the map (9.5.9)

9.5.1 Dice. When resolving combat, roll two dice (2d6) for each side. **Exception:** *Soviet Guards units (9.4).*

9.5.2 Attack Value (AV). The AV is equal to the sum of:

- The Attack Factor of any one attacking German unit of the player's choice (the Lead Attacking Unit),
- +1 Each additional unit participating in the attack,
- +2 Each Artillery marker and +2 each Engineer Support marker placed in the Area,
- +1 Divisional Integrity Bonus if the attack includes at least three units from the same division,
- +1 If German Morale is 10 or higher (Strong).

9.5.3 Defense Value (DV). The DV is equal to the sum of:

- A. The Defense Factor of the Soviet unit,
 - B. +? For the Area TEM: +1 Clear (+2 for Stalingradski Airfield); +2 Elevated (+4 for Mamayev Kurgan); +3 Light Urban (+4 Central Rail Station), +4 Heavy Urban,
 - C. +1 If German Morale is 9 or less (Shaken),
 - D. -1d6 If a German Air Support marker was placed in the Area.
- Roll immediately and subtract the result from the Soviet DV before computing results (9.5.5). The final Soviet DV may never be reduced to less than zero, even if the Air Support die roll was high enough to have done so.

9.5.4 Support Limits. The number of Support markers allocated to any one Combat Resolution may not exceed the number of attacking German units. A maximum of one Air Support marker may be placed in an Area during Combat Resolution.

9.5.5 Computing Results. The result of the attack depends on the difference between the Attack Total (AT) and the Defense Total (DT).

Repulse: If the $AT < DT$, the German attack has been repulsed and there is no effect on the Soviet unit. The Lead Attacking Unit is eliminated and is placed in the Out of Action Box. All of the remaining attacking units are flipped to their Spent side. Retreat is required in cases of a failed Mandatory Attack (9.1). Reduce German Morale -1.

Stalemate: If the $AT = DT$, the German attack has suffered a Stalemate. There is no effect on the Soviet unit. All attacking units are flipped to their Spent side.

Success: If the $AT > DT$, the German attack has achieved a Success. The Soviet unit is eliminated and removed from the map. All attacking units are flipped to their Spent side. Place a German Control marker in the Area. Advance the "German Controlled" markers on the Record Track as needed.

Overrun: If the attack is a Success and the difference between the AT and DT is greater than the Defense Strength of the Soviet unit, an Overrun has been achieved. The Soviet Unit is eliminated and removed from the map. All attacking units are flipped to their Spent side. Place a German Control marker into the Area. Cancels the effects of the "Heroes," "Ambush," and "Fanatic" Soviet Defense Strategies. Advance the "German Controlled" markers on the Record Track as needed.

9.5.6 Ambush Area Change

If the combat result is a Success, but the Lead Attacking Unit is eliminated due to the Soviet Ambush Defense Strategy (9.4), and the Lead Attacking Unit was the only attacking unit, remove both the German unit and the Soviet unit and place a German Control marker into the Area. Advance the "German Controlled" markers on the Record Track as needed.

9.5.7 Captured Area Morale Bonus. Increase German Morale by +1 each time a German Control marker is placed in an Area with a +4 TEM. **Note:** if the Revealed Soviet unit was "Heroes," and the combat result is a Success but not an Overrun, this bonus and the Soviet unit Defense Strategy occur simultaneously and cancel each other out.

9.5.8 German Retreat Procedure. Attacking units may only retreat into the Area from which they entered the attacked Area. Units must retreat one at a time to determine if the Area becomes fully stacked. If it does, subsequent units must continue their retreat to another Area that is not fully stacked. **Note:** German units that retreat as a result of a Soviet Barrage (9.4) follow this procedure also.

9.5.9 Support Marker Removal. Support markers used in Combat Resolution should be removed from the Area they were placed in and relocated to the Used Support Units Box printed on the map. They are unavailable until purchased in a future Supply Phase.

10.0 TURN 1 SPECIAL RULES

These rules are in effect during Turn 1 to better simulate the opening historical German position. The rationale is that although the German VI Army was already worn down after more than two months of combat, it was still in relatively good shape at the start of the battle while Soviet armies were still recovering from recent defeats.

10.1 Random Event Phase

Treat the following as "no result" on Turn 1: 64th Army Breakthrough, 66th Army Breakthrough, and Logistical Pause.

10.2 Supply Phase

Treat a German Supply roll result of less than 16 as 16.

11.0 VICTORY CONDITIONS

11.1 Automatic Victory

The German player wins an Automatic Victory if at the end of any Combat Phase every Area on the map is German Controlled. If Morale is "0" at the end of any Combat Phase, the game ends in an Automatic Victory for the Soviet side.

11.2 Final Victory Check

If Automatic Victory has not been achieved by the start of the End Phase of Turn 9, the game's final turn, the German player wins an Operational Victory if they control at least one Heavy Urban Area and the "German Controlled" markers on the Record Track are 40 or greater. **Design Note:** this is the roughly historical result. If they fail to do so, the Soviet side is the victor and the player has lost the game.

12.0 OPTIONAL RULES

These rules may be incorporated for greater historical realism and play balance.

12.1 Rubble

German units attacking Light and Heavy Urban Areas may not receive the Divisional Integrity Bonus (9.5.2D) unless, in addition to at least three units from a single division, an Engineer Support marker is present in the attacked Area.



The rubble and ruins of Stalingrad prevented German forces from practicing the kind of maneuver warfare at which they excelled.

12.2 Northern Shoulder Restrictions

German units that setup in Areas 48, 49, and 50 may only move into/attack Areas immediately Adjacent to them, i.e. Areas 42, 43, 44, 45, 46 and 47.

12.3 Isolated Soviet Units



Soviet units are checked each Dawn Phase to determine if they are in supply. To be in supply a Soviet unit must be able to trace supply to a Soviet-Controlled Area adjacent to the Volga River. A valid supply line is a contiguous route of any length traced through any Soviet-Controlled Areas. Units unable to trace supply are Isolated. Isolated units should be marked with an Isolation marker. The effects of Isolation are unknown until German units enter the Area and initiate combat. The player rolls 1d6 for the Isolated unit and consults the chart below.

Roll	Effect
1	Soviet Defense Factor increased +1
2	No effect
3	No effect
4	Soviet Defense Factor decreased -1
5	Soviet Defense Factor decreased -1
6	Soviet Defense Factor decreased -2

-1 modifier if the Isolated unit is a Guards unit. Treat rolls of less than “1” as “1”.

Note: A new Isolation roll is made each and every time the Isolated Area is attacked. In addition, the fourteen Isolation markers provided is the maximum number of Soviet Areas that may be Isolated at any single time. Finally, Soviet Areas adjacent to the Volga River may never be isolated.

12.4 Parent Organization

Each German division in the game is a separate Parent Organization. Subtract -1 from the German Attack Value for each different Parent Organization participating in the same attack. **Note:** German assault gun units (244A, 244B, 244C, 245A, 245B, and 177) were attached to divisions and never suffer this modifier.

12.5 Limited Air Power

Air Support markers may not be placed in Light Urban or Heavy Urban Areas that were already Contested at the beginning of the Action Round. In addition, Air Support markers placed in Heavy Urban Areas have their die roll (9.5.3D) reduced by -2. Treat results of less than “1” as “1”.

12.6 Pavlov’s House

Prior to Soviet opening setup (5.4) add the “Pavlov’s House” unit to the mix of Unrevealed Soviet Heavy Urban units. Pavlov’s House enjoys the “Guards” Defense Strategy every Action Round it is attacked, not just the initial Combat Resolution when the unit is flipped to its Revealed side.



The ruins of Pavlov’s House—Soviet-era postcard dated 1968.

12.7 Reduced Starting Morale

If the player finds the game too easy to win with the starting German Morale set at “19”, implement the following change. During initial marker placement (5.2), the German Morale marker is placed in the “15” space instead of the “19” space. The player is free to experiment with the starting German Morale until they find the result that yields the most challenging game.

12.8 Increased German Supply

If the player finds the game too difficult to win when rolling an unmodified 4d6 for German Supply each Supply Phase (6.3), reroll any “1” result. The player is free to experiment with the number of turns rerolling “1” results until they find the result that yields the most challenging game. For example, the player could reroll “1” results on Turns 2 and 3 and then accept any result of “1” for the remainder of the game.

14.0 FACTORY DISTRICT SCENARIO

14.1 Game Length

This shorter scenario is five turns long and covers the second great effort by the Germans to win the battle of Stalingrad from October 14 to October 31, 1942.

14.2 Marker Placement

Place the Turn marker in the "10" (October 14-15) space on the Turn Track.

Place the Morale marker in the "15" space of the Morale Track with its "Strong" side facing up.

Place the Supply x1 and Supply x10 markers in the "0" space on the Record Track. The German Control x1 and x10 markers are not used.

Place a German Control marker in each of the following Areas: 7, 8, 9, 10, 11, 12, 13, 15, 16, 17, 18, 19, 20, 23, 24, 27, 28, 29, 30, 31, 32, 33, 34, 45, 46, and 47.

All German Support markers are placed in the Used Support Units Box.

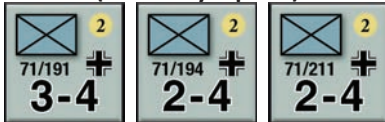
14.3 German Unit Setup

All German units begin play Fresh side face up.

14.3.1 German Setup.

The following German units are placed on the map at the start of play:

Area 14 (9 January Square)



Area 21 (Mamayev Kurgan)



Area 23 (Banny Gully)



Area 24 (Red October Worker's Settlement)



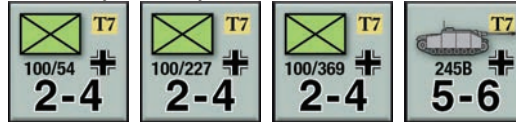
Area 27 (Doma-Kommuny)



Area 28 (Hill 107.5)



Area 29 (Hill 98.9)



Area 34 (Mechetka Ravine)



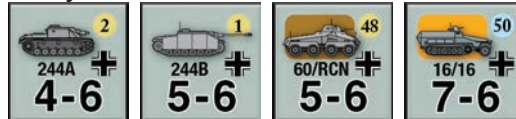
Area 45 (Hill 135.4)



Area 50 (Latashanka)



Out of Action Box



14.4 German Unit Reinforcements

On Turn 12 the 79th Infantry Division and 244C Assault Gun unit may be placed in any German-Controlled Area. The reinforcements must be placed in one Area.

Note: Any additional German units not pictured here are unavailable for use in this scenario.

14.5 Soviet Unit Setup

All Soviet units are placed Unrevealed side face up unless otherwise indicated.

14.5.1 Soviet Unit Setup.

The following Soviet units are placed on the map at the start of play:

Area 14: (Heavy Urban) Revealed Fanatic 8

Area 21: (Elevated) Revealed Fanatic 9

Area 22: Heavy Urban

Area 25: Heavy Urban

Area 26: Heavy Urban

Area 35: Light Urban

Area 36: Light Urban

- Area 37: Light Urban
- Area 38: Light Urban
- Area 39: Light Urban
- Area 40: Light Urban
- Area 41: Heavy Urban
- Area 42: Light Urban
- Area 43: Elevated
- Area 44: (Clear) Revealed Barrage 5

Note: Use only the following Soviet units when setting up the Factory District Scenario.

Elevated	6	Ambush
Elevated	6	Barrage
Elevated	7	Heroes
Elevated	7	Fanatic
Elevated	8	Ambush
Elevated	8	Barrage
Light Urban	7	Barrage
Light Urban	7	Fanatic
Light Urban	7	Guards
Light Urban	8	Ambush
Light Urban	8	Barrage
Light Urban	8	Guards
Light Urban	8	Heroes
Light Urban	8	Ambush
Light Urban	9	Barrage
Light Urban	9	Guards
Light Urban	9	Heroes
Light Urban	9	Ambush
Heavy Urban	7	Ambush
Heavy Urban	7	Barrage
Heavy Urban	8	Guards
Heavy Urban	9	Ambush
Heavy Urban	9	Barrage
Heavy Urban	10	Fanatic
Heavy Urban	10	Guards
Heavy Urban	10	Ambush

14.5.2 Pavlov’s House. If using the Optional Rule for Pavlov’s House (12.6), place the Pavlov’s House unit into Area 14 (9 January Square), Revealed side facing up. Historically Pavlov’s House had already been established in this location.

14.6 Scenario Special Rules

14.6.1 Random Event Phase. On Turn 10 do not make a 3d6 roll for Random Events. Simply skip the Random Event Phase. On Turns 11 through 14 a Random Event roll is made and the chart below is used.

Factory District Scenario Random Event Chart		
Roll	Event	Effects
3	64th Army Breakthrough	The player must remove the three units of the 14th Panzer Division from the map*
4	64th Army Offensive	Air Support markers may not be placed on the map to modify combat this Turn.
5-6	Artillery Shell Shortages	Artillery Support markers add +1 (not +2) to the German Attack Values this Turn.
7-8	Rain	Air Support prohibited; MF of all German units reduced to 4.
9-12	Commissars	Increase Soviet Defense Values by +1 this Turn.
13-14	Rain	Same as 7-8 above.
15-16	Artillery Shell Shortages	Same as 5-6 above.
17	66th Army Offensive	Same as 4 above.
18	66th Army Breakthrough	The player may only roll 2d6 for Supply this Turn. Air Support markers may not be placed on the map to modify combat this Turn.

* For each unit belonging to the 14th Panzer Division that is in the Out of Action Box and unavailable to be withdrawn reduce German Morale by -1. Withdrawn units return as Reinforcements during the Dawn Phase of the next Turn and may be placed in any Vacant Area.

14.6.2 Supply Phase. On Turn 10 treat any German Supply roll result of less than 16 as 16. In addition, the player receives two Air Support markers free of cost each Turn.

14.7 Scenario Victory Conditions

The German player wins an Automatic Victory if at the end of any Combat Phase every Area on the map is German Controlled. If Morale is “0” at the end of any Combat Phase, the game ends in an Automatic Victory for the Soviet side. If the German player does not control every Area at the end of the Turn 14 Combat Phase they have lost and the Soviet side has won. **Design Note:** the Germans needed to clear Stalingrad with enough time to withdraw divisions into reserve to meet any future Soviet winter offensive. Historically they failed to do so and the fighting inside the city dragged on into November, with tragic results for Sixth Army.

15.0 HISTORY AND SUGGESTED READING



Hitler's needless diversion of IV Panzer Army most likely prevented an early capture of Stalingrad in July 1942.

Stalingrad was a sprawling industrial center on the western side of the Volga River. In addition to the military value of the city's industries, its position on the Volga made it an important transportation hub. The city was a key objective of Germany's 1942 summer campaign, Fall Blau (Plan Blue). After its capture, mobile German forces would follow the river south to the city of Astrakhan on the Caspian Sea, securing the flank of the advance of other German forces tasked with capturing the Caucasus. The Caucasus contained the rich oil producing centers of Grozny and Baku, vital to the Soviet war economy.

In the original German timetable Stalingrad would be seized "on the march" by the IV Panzer Army but Hitler, who was furious at the lack of prisoners being taken, diverted it south, and left the capture of the city to the less mobile VI Army. This fateful decision prevented the city's capture in July, when it was only lightly defended. VI Army, hampered by its overall lack of mobility and poor logistics, could only grind forward without making a decisive breakthrough. Hitler thereupon changed his mind and ordered IV Panzer Army to reverse course and support VI Army in the capture of Stalingrad. The Soviet 62nd Army fell back into the city, with the 66th Army to the north and the 64th Army to the south, as the Germans closed in for the kill.

The commander of the German VI Army, Friedrich Paulus, hoped to capture Stalingrad in a pincer movement from north and south but repeated attacks by Soviet formations kept most of the northern half of the pincer on the defensive. Backed by the striking power of the Luftwaffe, which dominated the battlefield, the German attack swept over much of the southern half of the city, contested the elevated ground of the Mamayev Kurgan in the center, and brushed up against the giant factories in the northern industrial district. By the end of September, this initial push had run out of steam and the Germans temporarily halted. The failure to clear Stalingrad in September had enormous repercussions for not just VI Army and IV Panzer Army, but Germany's entire summer offensive. Soviet resistance in Stalingrad drew in more and more German resources and manpower, and prevented Wehrmacht forces in the Caucasus from obtaining their ultimate objectives.



A German soldier scans Stalingrad's rubble for signs of the enemy.

For both Stalin and Hitler, Stalingrad assumed a psychological value far beyond its strategic significance. The resulting contest for the city lasted for months and became one of the largest and most costly battles in the history of warfare. Bled white, the German formations were surrounded during the Soviet November counter-offensive, Operation *Uranus*, and the Stalingrad pocket was steadily reduced until resistance collapsed in early February 1943. The German side would suffer an estimated half a million casualties during the battle, while the Soviet side would suffer more than double that, along with 40,000 civilians in Stalingrad killed during the fighting. The city itself was almost completely destroyed.

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Ellis, John. *Brute Force*. 1990. *Allied Strategy and Tactics in the Second World War*. New York: Viking.

David M. Glantz. 2008. "The Struggle for Stalingrad City: Opposing Orders of Battle, Combat Orders and Reports, and Operational and Tactical Maps. Part 2: The Fight for Stalingrad's Factory District, 14 October–18 November 1942." *The Journal of Slavic Military Studies*, 21:2, 377-471.

_____, with Jonathan M. House. 2009. *Armageddon in Stalingrad, September–November 1942*. Lawrence, KS: University of Kansas Press.

Tarrant, V. E. 1992. *Stalingrad*. London: Leo Cooper.

16.0 GAME STRATEGY

16.1 Dealing with Random Events

Random Events are meant to slow German progress and to give the player a sense of the frustration Paulus felt dealing with logistical and military variables outside the battle for Stalingrad itself. The results are designed in the form of a bell curve with the most common results being Soviet Commissars or problems with German logistics, either a shortage of artillery shells or a portion of the German force being forced to "pause" until their supply situation improves.

16.2 Spending Supply Points

As the German player you have well-trained and well-balanced forces at your command. Your problem—other than the Soviet units standing in your way—isn't your units; it's your logistical system. The supplies arriving each Turn can vary greatly. Managing what supplies you do receive is a game-within-a-game and must be done with care or you will find yourself without the support you need at crucial moments. If using the Optional Rule for Rubble (12.1), the need for purchasing Engineer Support markers will increase. You can spend all of your Supply Points in a given Supply Phase, trusting to luck that you will roll well during the next Supply Phase, or you can save points to offset a potentially poor roll the following turn. Purchasing a Morale Boost every Turn can keep German Morale strong deeper into the game, but it may come at the cost of purchasing additional Air Support.

16.3 Soviet Defense Strategies and Combat

Soviet Defense Strategies represent actions by Soviet units inside the city of Stalingrad that could be equally frustrating to the Germans. The Heroes strategy is perhaps the least powerful, as it merely saps German Morale. Next in power is the Ambush, which will typically move German Armor serving as the Lead Attacking Unit to the Out of Action Box, forcing the player to spend precious supply if they want to return the unit to play. More powerful is the Barrage. If there are little or no German units in the Out of Action Box, it is probably worth eliminating a unit to keep the advance moving. But if there have already been a number of unit eliminations, it is probably better to forgo additional losses and retreat to fight another day. Next in power is Fanatic defense, which turns a Success into a Stalemate and throws off the German timetable, at least for a turn. Perhaps most powerful is the Guards defense. The extra dice increase the chances of a German attack ending in a Stalemate or even worse a Repulse. If incorporating any of the Optional Rules such as Rubble, capturing an Urban Area can become a drawn-out endeavor—or never happen at all. It may be advisable to by-pass non-riverbank Areas if their Revealed Defense Value is too high.

17.0 INDEX AND GLOSSARY

1d6 (die roll): A roll of a single six-sided die.

2d6, 3d6, and 4d6 (dice roll): A roll of two, three, or four six-sided dice added together to form one combined result. Used during the Combat Phase (2d6), the Random Event Phase (3d6), and the Supply Phase (4d6).

Action Round: 6.4.2.

Active Area: The Area the player has chosen to activate to conduct unit Movement and/or Combat Resolution.

Adjacent: Areas that share a common boundary are adjacent.

Air: A German Support marker; 4.5.4.

Area: Any of the 50 spaces on the map, used to regulate movement and combat; 3.1.

Area Boundaries: 3.1.3.

Armor: any unit with a vehicle illustration; 4.2.1.

Artillery: A German Support marker; 4.5.5.

Attack Total: The sum of the Attack Value and a 2d6 roll.

Attack Value (AV): 9.5.2.

Available Support Units Box: 3.5.

Bloody Streets: 6.4.1.

Combat Resolution: 9.5.

Contested: An Area containing both German and Soviet units; 7.3.

Controlled: The last side to be the sole occupant of an Area controls that Area; 7.2.

Combat Phase: A portion of each Turn when the player may activate Areas for unit movement and/or combat; 6.4.

Dawn Phase: 6.1.

Defense Total: The sum of the Defense Value and a 2d6 roll.

Defense Value (DV): 9.5.3.

Defense Strategy: 9.4.

Divisional Integrity Bonus: 9.5.2D.

End Phase: 6.5.

Engineer: A German Support marker; 4.5.6.

Factory District Scenario: 14.0.

Fresh: The colored (front) side of a unit; 4.2 (see also 4.3).

Halftrack: a type of Armor unit; 4.2.1.

Identifier: 3.1.1.

Infantry: 4.2.2.

Isolated: 12.3.

Lead Attacking Unit: 9.5.2A.

Mandatory Attacks: 9.1.

Markers: 4.5.

Morale: 5.2.

Morale Track: 3.3.

Movement: 8.0

Movement Factor (MF): The second (rightmost) number printed at the bottom of each German unit. It is the number of movement points a unit may expend during a single activation.

Optional Rules: 12.0.

Out of Action Box: 3.7 (see also 6.3, 9.5.5).

Overrun: 9.5.5.

Parent Organization: 4.3.2, 12.4.

Random Event Chart: 6.2

Random Event Phase: 6.2.

Record Track: 3.4.

Retreat: 9.5.8.

Repulse: 9.5.5.

Revealed: 4.4.

Spent: the reverse (white) side of a German unit.

Stalemate: 9.5.5.

Success: 9.5.5.

Supply Phase: 6.3.

Terrain Effects Modifier (TEM): The bottom half of each Identifier with a value of +1 to +4; 3.1.2.

Terrain Type: 3.1.2

Turn: A Turn is comprised of the five phases that make up the sequence of play (see 6.0).

Turn Track: 3.2.

Unrevealed: 4.4.

Used Support Units Box: 3.6

Vacant: An Area that contains no Soviet unit; 7.4.

Victory Conditions: 11.0 (Automatic: 11.1; Operational: 11.2).

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MAIN GAME (5.4)

Terrain Type	Defense Value	Defense Strategy
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Clear	4	Heroes
Clear	4	Ambush
Clear	5	Barrage
Clear	5	Fanatic
Clear	6	Heroes
Clear	7	Ambush

Elevated	5	Heroes
Elevated	6	Ambush
Elevated	6	Barrage
Elevated	7	Fanatic
Elevated	7	Heroes
Elevated	8	Ambush
Elevated	8	Barrage
Elevated	9	Fanatic

Light Urban	4	Heroes
Light Urban	4	Ambush
Light Urban	4	Barrage
Light Urban	4	Fanatic
Light Urban	4	Guards
Light Urban	5	Heroes
Light Urban	5	Ambush
Light Urban	5	Barrage
Light Urban	5	Fanatic
Light Urban	5	Guards
Light Urban	6	Heroes
Light Urban	6	Ambush
Light Urban	6	Barrage
Light Urban	6	Fanatic
Light Urban	6	Guards
Light Urban	7	Heroes
Light Urban	7	Ambush
Light Urban	7	Barrage
Light Urban	7	Fanatic
Light Urban	7	Guards
Light Urban	7	Heroes
Light Urban	8	Ambush
Light Urban	8	Barrage
Light Urban	8	Fanatic
Light Urban	8	Guards
Light Urban	8	Heroes
Light Urban	8	Ambush
Light Urban	9	Barrage
Light Urban	9	Fanatic
Light Urban	9	Guards
Light Urban	9	Heroes
Light Urban	9	Ambush

Heavy Urban	7	Ambush
Heavy Urban	7	Barrage
Heavy Urban	8	Fanatic
Heavy Urban	8	Guards
Heavy Urban	9	Ambush

Heavy Urban	9	Barrage
Heavy Urban	10	Fanatic
Heavy Urban	10	Guards
Heavy Urban	10	Ambush

FACTORY DISTRICT SCENARIO (14.5)

Elevated	6	Ambush
Elevated	6	Barrage
Elevated	7	Heroes
Elevated	7	Fanatic
Elevated	8	Ambush
Elevated	8	Barrage

Light Urban	7	Barrage
Light Urban	7	Fanatic
Light Urban	7	Guards
Light Urban	8	Ambush
Light Urban	8	Barrage
Light Urban	8	Guards
Light Urban	8	Heroes
Light Urban	8	Ambush
Light Urban	9	Barrage
Light Urban	9	Guards
Light Urban	9	Heroes
Light Urban	9	Ambush

Heavy Urban	7	Ambush
Heavy Urban	7	Barrage
Heavy Urban	8	Guards
Heavy Urban	9	Ambush
Heavy Urban	9	Barrage
Heavy Urban	10	Fanatic
Heavy Urban	10	Guards
Heavy Urban	10	Ambush