STALINGRAD: Pivot on the Volga

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

1.0 INTRODUCTION

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

2.0 COMPONENTS

The game components entail of the following:

1. This rules book.
2. One tabloid (17" x 11") sized game map.
3. One sheet of 240 counters.
4. Eight players' aid sheets

The players must supply at least one six-sided die (though two dice of differing colours would be preferable), as well as some sturdy card stock or Bristol board on which to mount the counters.

Cross-references appear in parentheses throughout the rules; e.g. "(2.0)", referring to this rule.

2.1 The Map
The significant operational area, terrain features and towns are represented on the map. For the sake of playability the terrain has been simplified and adjusted to fit the hexagonal grid. This grid of hexagons, henceforth called "hexes", regulates the movement and positions of the combat units on the map. Only those hexes that have a four-digit number are used. Partial hexes with no numbers are treated as a part of the map edge. The lines delimiting a hex are called "hex sides". Rivers flow along hex sides, with the exception of some major city hexes where they flow through those city hexes.

Along the map edges there are four different coloured edges. Three of these are named after the various Soviet army group commands called "Fronts". Each such Front edge has a corresponding off-map Front box on the Soviet general display sheet. Soviet combat units may move from a Front box via the matching Front edge onto the map, and from the map into the off-map Front box, subject to the movement rules (8.0). Please note that the Trans-Caucasus Front (TCF) does not stretch all the way to the Don, and that it covers only one half of hex 1210. Axis reinforcements enter the map via the Axis Supply Edge.

The area of darker hexes, including Voronezh (hex 0214) and Rostov (hex 1211), on the western portion of the map, is called the "Axis Logistical Zone" (ALZ). It affects Axis movement (8.3) and the Don victory conditions (13.2.2).

In the southwestern corner of the map is the Axis Caucasus Box. This is a holding box for the Axis units operating in the wide Caucasus isthmus off the southern map edge. It is initially only accessible via hex 1210 (12.0).

2.2 The Counters
The 240 counters represent the combat units (armies, army detachments and corps) and combat assets (divisions, brigades and other formations), as well as markers that regulate the statuses and actions in the game.

Units have only basic NATO symbol boxes on the counters, while assets have icons (pictures) on them.

Basic colours: The Axis units and assets come in shades of light grey, and the Soviet units and assets are coloured in shades of tan or brown. Only the Axis player uses the victory point and priority markers. The compulsory combat and out-of-supply markers are common to both sides.

See the Counter Manifest (separate sheet) for definitions of the types of counters as well as the values on the counters.

Only combat units and markers (as needed) are ever placed on the map. Combat assets are assigned to combat units by being placed on the appropriate slots on the unit strength display sheets.

Prior to playing the game the counter sheet should be glued onto Bristol board or heavy card stock. Rubber cement is usually the best type of glue if used correctly. Take care not to get any glue on the front side of the counter sheet. You may want to mount the counters in narrow strips instead of a single sheet in order to make the cutting into individual counters easier. The use of a paper cutting board with a rotary blade greatly enhances the ease and the accuracy of cutting.

2.3 Players' Aid Sheets
The eight players' aid sheets constist of the following

- Two general display sheets; one per player.
- Four unit strength display sheets; two per player.
- One combat results table (CRT) sheet.
- One counter manifest sheet.

The counter manifest shows the different types of counters in the counter mix as well as the values on the counters.

Another sheet contains the combat results table (CRT).

Each side has a general display sheet. The turn tracks, showing the replacement points (11.0) going to each side per turn, are also on these sheets. The Axis sheet contains the victory points track (13.0), and the Soviet sheet shows the off-map Front boxes. Both sheets have a reserve box for the respective sides.

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

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

3.0 GAME SCALE

Each hexagon is about 55 kilometers from east to west. Each turn represents one-half of a month. The typical combat units on the map are Soviet Armies, Axis Armies and German Corps. Each corps or army may have one or several assets attached to it. An asset can vary from ad hoc groupings to brigades to divisions.

4.0 CONCEPTS AND DEFINITIONS

4.1 Axis
"Axis" is a collective term for the alliance of forces arrayed against the Soviet Union (USSR) in the Great Patriotic War (1941-45). The overwhelmingly dominant partner in the Axis alliance was Germany, and the term "German" will be used when referring to German forces only. When referring collectively to non-German Axis forces (Romanian, Magyar/Hungarian, and Italian), "Axis-minor" will be used.

4.2 Units vs. Assets
Combat units have basic NATO symbol boxes on the counters. Units (and markers, as needed) are placed on the map or (by the Soviet player) in off-map Front boxes. On a unit counter, **xxxx** denotes an army, **xxxx** an army detachment, and **xxx** a corps. Historically, a German corps was about the equivalent of a Soviet army, making direct comparisons based on this notation difficult.

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

A single counter normally represents an asset, and each such asset has one **step** for combat loss (9.2) purposes. The exception to this rule is German panzer divisions. At a given moment each existing panzer division will have one, two or three steps, but it will be represented in the game by one counter at a time: The counter that indicates the current number of steps in the division. Set aside the other counter(s) for use as needed. When an asset loses its last step it is destroyed and tossed in the dead pile. From there it may be rebuilt during the replacement phase of the owning player's turn.

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

Anti-tank assets: At some stage of the game a side will have one or more of the rare anti-tank assets available in the game. An anti-tank asset is assigned to a unit by being placed on the perforated-bordered box to the far right of the unit's strength display track. For the effect, see combat factor modifications (9.1). It is mobility is also restricted (8.0).

4.3 Friendly vs. Enemy
For an Axis unit, all other Axis units are friendly, and all Soviet units are considered to be the enemy. For a Soviet unit, all other Soviet units are friendly, and all Axis units are considered to be the enemy.

4.4 Control of a Hex
A side controls a hex when a unit or units of that side occupy a hex during any phase of a game turn, and there is no enemy unit in the hex. That side's control over the hex remains, even when all friendly units leave the hex, and until an enemy unit enters the hex. The control over any given hex can change several times during the course of the game.

4.5 Stacking
Any number of units may be stacked in the same numbered hex at any stage of the game. There is no stacking limit for units on the map or in off-map Front boxes. Only a limited number, as outlined by the boxes on the unit strength display sheets, of assets may be assigned to each unit. The limit depends on the specific unit.

4.6 Battle Hexes
When units of both sides occupy the same hex, that hex becomes a battle hex. Any numbered hex on the map may become a battle hex. It is the only type of hex in which combat may occur. The rules governing a battle hex are found under movement (8.7), combat (9.0), and ZOI.

4.7 Zone of Interdiction (ZOI)
Each combat unit has a ZOI projecting from the hex the unit occupies into each of the adjacent, surrounding, numbered hexes; subject to the following restrictions:

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

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

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

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

5.0 SUPPLY

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

If the unit is **unsupplied**, it:

- May not move (8.0), except as the result of a retreat (9.3).
- May not have assets allocated to and from it (10.0).
- May not receive replacements (11.0)

5.1 Evaluating Supply
To be supplied, a unit has to trace a path of contiguous hexes from the hex the unit is in, to a friendly supply source. Each hex through which the supply line is traced cannot contain enemy units, nor may it be in an enemy ZOI (4.7), unless the hex into which the enemy ZOI projects is occupied by a friendly, supplied unit. A unit in a battle hex traces from the battle hex, subject to the other supply evaluation restrictions. Any number of units may trace supply over a given supply path.

Units in off-map boxes, with the exception of the Axis Caucasus box (12.0), are always supplied.

5.2 Supply Sources
The Axis supply source is the map edge labeled "Axis Supply Edge".

The Soviet supply sources are any of the three Front edges:

Southwest and Voronezh Fronts (SVF), Don and Stalingrad Fronts (DSF), and the Trans-Caucasus Front (TCF). At times (12.0) it may only be valid to trace supply to that part of the TCF edge that borders the hexes east of the Axis Caucasus Advance marker.

6.0 SETTING UP THE GAME

Once the components have been produced, sort out the counters by type and colour and choose sides. Set up the game as directed in this rule. Place the Axis Caucasus Advance marker in the Axis Caucasus box (12.0). Play then proceeds by following the sequence of play (Rule 7.0).

6.1 The Hitler Directives
The Axis player receives his Hitler Directives (victory scoring priorities; also see 13.3.2). He does this in secret, and only reveals the result to his Soviet opponent at the end of the game.

Procedure:
- Determine the **primary** objective by rolling one six-sided die, and comparing the result to the numbers on the three primary objective counters. If the result is a `1' or a `2', the primary objective is "Don"; a `3' or a `4' is "Caucasus", and a `5' or a `6' is "Stalingrad". Place the primary objective counter in an opaque envelope or container with a lid, and set the other two counters aside where the Soviet player cannot see them.
- Determine the **secondary** objective by rolling one six-sided die, and comparing the result to the numbers on the two secondary objective counters of the same colour as that of the primary objective counter. Place the secondary objective counter in the same opaque envelope or container as the primary objective counter, and set the other five secondary objective counters aside where the Soviet player cannot see them. Seal the envelope or container.
- The **tertiary** objective, by process of elimination, is the one that is neither the primary nor the secondary objective.

6.2 Placing Units
A unit with a small, four-digit hex number in the upper left corner of the counter is placed in the correspondingly numbered hex on the map. *The Soviet 37th Army, for example, is placed in hex 1014 (Voroshilovgrad).* A Soviet unit with a three-letter code is placed in the corresponding off-map Front box. *The Soviet 51st Army, for example, is placed in the Trans-Caucasus Front (TCF) box.*

A unit with a one or two-digit reinforcement number is placed on the corresponding turn number on the turn track, *e.g., the Romanian 4th Army arrives as a reinforcement on turn 2*. The placement of the two German army detachments, Hollidt and Fretter-Pico, is event-driven. They get placed on the turn when the Soviet player launches his counter-offensive, code-named "Uranus" (9.4).

6.3 Basic Unit Strength
Each unit has a basic strength track on one of the unit strength display sheets. The unit's basic strength display marker is placed on the highest value (full basic strength) slot on this track at the start of the game. *The typical German corps will have a basic strength of 6, while the typical Soviet army will have a basic strength of 5.* There are, of course, numerous exceptions. Please note that the Soviet **62nd Army** has two possible strength formats: 1) A basic strength track of 5, with a slot for an attached tank brigade asset, or 2) A basic strength track of 8, with no tank asset slot. It starts the game in the former (5-strength) format, but may adopt the latter format later in the game.

6.4 Assigning Assets
To the right of a unit's basic strength track there should be at least one (solid-bordered) slot or box for assets. Panzer or tank units have multiple asset slots. To assign an asset to a unit, place it in one of the asset slots at the start of the game. The Soviet side starts the game without any assets - they all arrive as reinforcements (10.1.1). An asset assigned to a unit is deemed to be part of that unit while so assigned, moves with the unit, and shares its (mis)fortunes.

Most of the German assets are multi-step panzer divisions. All of the assets start the game at their maximum (two- or three-step level) strength. A multi-step asset has each of its step levels represented by a separate counter. Only one of these counters may be assigned at any given instant during the game. Set the other counters aside until such time as one may be used to replace a (currently) assigned step-counter - due to the fact that the asset may have lost or gained a step.

The **SS-Wiking** division must be assigned to one of the units of the **1.PanzerArmee**, and must remain assigned to that army for the duration of the game. The **Grossdeutschland** division will be withdrawn from the game during the Axis reinforcement and withdrawal phase (7.2.4) of turn 2.

In addition to its regular asset slot(s), a unit will have a slot for one of the anti-tank assets. This is the box with the perforated border to the far right side of the unit's strength display track. Only the Axis side starts the game with an anti-tank asset (*the 88mm formation*). An anti-tank asset does not move with its parent unit. When the unit moves (8.0), the anti-tank asset is withdrawn and placed in its side's reserve box. If the unit retreats as a result of combat (9.3), the anti-tank asset remains with the unit.

Assets are never placed on the game map. *You may place them there, but they will only exist as little cardboard squares.*

7.0 SEQUENCE OF PLAY

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

7.1 Soviet Player Turn
Advance the Soviet turn marker one space along the Turn Track (or place it on `1' [Jul I] at the start of the game).

7.1.1 **Victory Conditions Check** (13.1)

7.1.2 **Soviet Reinforcement and Withdrawal Phase** (10.1)

7.1.3 **Soviet Replacement Phase** (11.0)

7.1.4 **Soviet Movement Phase** (8.0)

7.1.5 **Soviet Attack (Combat) Phase** (9.0)

7.1.6 **Operation Uranus** (Turn 9 or later) (9.4)

7.1.7 **Removal of Compulsory Attack Markers**

7.2 Axis Player Turn
Advance the Axis turn marker one space along the Turn Track (or place it on `1' [Jul I] at the start of the game).

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

At the end of turn 14 [Jan II], check the victory conditions, tally the final score (13.0), and determine who gets fired or sent to the gulag.

8.0 MOVEMENT

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

A unit has a tactical movement factor (the large number printed on the bottom-left side of the unit counter), and one or more strategic movement factors (the smaller number(s) printed on the bottom-right side of the counter). Each movement factor consists of one or more movement points. *A unit with a tactical movement factor of `2' has two tactical movement points.*

Movement entails the transfer of a unit from the hex or box it currently occupies, to an adjacent hex, or to a box off the map. The unit may do this a number of times per movement phase, each time expending a movement point, but the number of movement points expended may not exceed the unit's movement factor for the particular type of movement (strategic or tactical). *A unit with a strategic movement factor of 3 may be moved a "distance" of three hexes during a movement phase, subject to the strategic movement restrictions.*

A unit may not move through an enemy-occupied hex. A battle hex (8.7) is considered to be enemy-occupied.

An anti-tank asset never moves with its parent unit. When the unit moves (8.0), the anti-tank asset is removed and placed in its side's reserve box. This is tantamount to a withdrawal (10.0) during the movement phase.

8.1 Movement Sequence
8.1.1 **Movement to Leave Battle Hexes**: A player must first move (tactical movement) any of his units currently in battle hexes that he wishes to move (8.7.2). Once he starts moving units that are not in battle hexes, he may no longer move a unit that is in a battle hex.

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

8.2 Tactical Movement
A unit using tactical movement can cross major rivers, enter and leave enemy ZOI (4.7), enter or leave (8.1) an existing battle hex, and enter an enemy-occupied hex to create a new battle hex (8.7).

8.3 Strategic Movement
A unit using strategic movement may not:

- Cross a major river hex side.
- Enter or leave an enemy ZOI.
- Enter or leave a battle hex.
- Enter an enemy-occupied hex to create a battle hex.

A unit using strategic movement can cross a major river where it runs through the middle of a major city hex.

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

8.4 Moving onto the Map
It costs one movement point to move from an off-map box into a hex bordering one the map edges.

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

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

An Axis unit in the Axis Caucasus Box may move onto the map subject to the restrictions outlined in rule 12.0 (Caucasus Advance).

8.5 Moving off the Map
It costs one movement point to move off the map and into an off-map box.

A Soviet unit may move from the map, via one of the Front map edges into the matching off-map Front box. Once there, it must cease its movement for the current movement phase.

An Axis unit may move from the map and into the Axis Caucasus Box, subject to the restrictions outlined in rule 12.0 (Caucasus Advance). No Axis unit may voluntarily move off the map through any other map edge (9.3).

8.6 Soviet Movement between Front boxes
The Soviet player may move a unit from an off-map Front box to the adjoining off-map Front box via a connecting arrow. Moving from one box to the next box consumes all of a unit's movement points (tactical or strategic) for the current Soviet movement phase. Any number of units starting (and ending) in off-map Front boxes may be moved this way.

8.7 Battle Hexes
8.7.1 **Creating a Battle Hex**: When a friendly unit ends its tactical movement into a hex containing only enemy units, a battle hex is created. A "compulsory attack" marker is placed on the hex side through which the moving unit entered the hex. If the latter hex side also happens to be a river (major or minor) hex side, a "river assault" marker is placed there instead. The river assault marker is a special variant of the compulsory attack marker. Once a battle hex exists, additional friendly units may move into it.

8.7.2 **Leaving a Battle Hex**: Prior to any other movement during a player's movement phase, units may be moved out of an existing battle hex.

Restrictions:
- A unit leaving a battle hex may not enter another battle hex.
- A unit leaving a battle hex may not create (8.7.1) a new battle hex.

- A unit leaving a battle hex may not enter a hex that is unsupplied, or that will become unsupplied at the instant that it enters the hex.

When there are no longer units from both sides in a hex, it ceases to be a battle hex.

9.0 COMBAT

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

Procedure:

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

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

EXAMPLE: Two full-strength German panzer corps attack the Soviet 65th Army across a river. Each attacking unit has a basic strength of 6, and two 8-strength panzer divisions attached. The attacker's unmodified combat sum will be 44, but the sum of the panzer divisions (4x8=32) will be halved to 16 for the river assault. The attacker then discovers, much to his dismay, that the defending unit has an ant-tank asset attached to it - which, once again, halves the panzer strength down to a paltry 8. The attacker's final, modified combat sum is 6+6+8=20. The defending army has a basic combat strength of 4 (out of a possible 5), and has the 118th Tank Brigade attached, in addition to the fortuitous presence of one of the rare anti-tank assets. The defender's final, modified combat sum at is 4+2=6, which also happens to equal the unmodified sum. Dividing the attacker's 20 by the defender's 6 leads the players to sub-table 3 on the CRT. The attacker's 20 is in the `13-26' row. He rolls a 5 on

the die, giving a result of `5-R' to be applied to the defender. The defender's 6 is in the `6-12' row. He also rolls a `5', giving a result of `3' to be applied to the attacker. 65th Army loses the 118th Tank Brigade, the anti-tank asset, and 3 of its 4 basic strength steps to satisfy the 5 step losses required. The unit, with its single surviving basic strength step also has to retreat out of the battle hex. One of the panzer corps takes 2 basic strength step losses, while the other attacking unit takes 1 basic strength step loss. The Axis player now controls the hex, which is no longer a battle hex.

9.1 Combat Factor Modifications

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

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

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

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

Fractions round down. 1.9 rounds down to 1.

All modifiers are cumulative.

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

9.2 Losses
Each player applies losses to his own units as required by a combat result.

Required losses are counted in steps.

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

Remove and/or replace the asset counters attached to a unit to indicate a loss to an asset. Place destroyed assets in each player's respective dead pile. A panzer division that takes a loss, but is not destroyed, has its higher value counter replaced by a counter of fewer steps and a lower combat value.

Indicate the loss to a unit's basic strength by moving the unit's basic strength marker to a lower number on the unit's track on the strength display sheet.

Note: If all of a unit's basic strength steps are destroyed, the unit is removed from the map and place in the dead pile. All assets attached to the unit at the time will also be considered destroyed. It

follows that a player will prefer to take all initial losses to the unit's basic strength, to the point where one basic strength point remains, and then take asset step losses. (See replacement costs in 11.0.) The last step loss to a unit will be its one remaining basic strength point.

If the number of step losses required by a combat result exceeds the number of steps in the defending force, all of the defending units and the attached assets are destroyed, and the excess step losses are discarded as overkill.

All step losses have to be satisfied before a retreat, if applicable, is executed. The attacker and the defender apply step losses from a battle simultaneously. The order does not matter.

9.3 Retreat
If there is a retreat result (n-**R**) in a CRT cell, all of the remaining (surviving) units to which the result applies, must leave the battle hex.

It is conceivable that both sides have to retreat from the battle hex.

Units in **major city** battle hexes do not have to retreat.

The retreat of a unit is done by the opposing (enemy) player. This entails moving each retreating unit to an adjacent hex; preferably one that is either vacant and supplied (5.0), or contains other units that are friendly to the retreating units. If none of these preferable options exists, the retreating units may be moved to an adjacent battle hex. Units that retreat into a battle hex may not participate in combat in that hex during the current player turn, but will suffer further loss and/or retreat results, should they be called for. No retreats are allowed into enemy-occupied and controlled (4.4) hexes.

Soviet units may retreat into off-map Front boxes through the Front map edges under their control. Axis units may retreat into the Axis reserve box through the Axis Supply Edge, or into the Axis Caucasus Box through an Axis-controlled portion of the TCF edge. Otherwise, units may not retreat off the map.

If a unit cannot retreat within these guidelines, it is eliminated - loses all of its basic strength steps (9.2). All assets attached to it are also destroyed and placed in the dead pile.

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

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

If the Operation Uranus is launched on:

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

No compulsory combat markers are placed in a battle hex (8.7) created during Operation Uranus.

10.0 REINFORCEMENT AND WITHDRAWAL

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

Reinforcements are placed in the reserve box of a side's general display sheet during the reinforcement and withdrawal phase of a player's turn. A unit arriving as a reinforcement for the first time (from the turn track), arrives at its full basic strength. The unit's basic strength display marker is placed on the highest value (full basic strength) slot on its basic strength display track. Whether or when a unit or asset arrives may be conditional, as described for certain assets and units below.

10.1 Soviet Sequence
These steps, when executed, must be followed sequentially as ordered here. Assignments precede withdrawals.

10.1.1 **Soviet Reinforcement Assignment**:
- Soviet reinforcement units and assets are placed in the Soviet reserve box.
- A unit in the Soviet reserve box may be placed in one of the off-map Front boxes: TCF, DSF, or SVF.
- An asset in the Soviet reserve box can be allocated to any Soviet unit, on the map or in a box, provided that the unit is supplied at the instant of the assignment.
- **Turn 9 or later**: Operation Uranus may be launched (9.4).

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

- **Mandatory**: There are no mandatory Soviet withdrawals in the game.
- **Voluntary**: Soviet assets may be withdrawn to the reserve box from any **supplied** units on the map, in the reserve box, or in the any of the Front boxes.

10.2 Axis Sequence
These steps, when executed, must be followed sequentially as ordered here. Assignments precede withdrawals.

10.2.1 **Axis Reinforcement Assignment**:
- Axis reinforcement units and assets are placed in the Axis reserve box.
- An Axis asset in the Axis reserve box can be allocated to any Axis unit, on the map or in a box, provided that the unit is supplied at the instant of the assignment.
- The **SS-Wiking** division, when assigned, must be assigned to one of the units of the **1.PanzerArmee**. If none of the latter exists, the asset is withdrawn from the game.
- **Turn 9 or later**: The army detachments (units), Hollidt and Fretter-Pico, arrive on the Axis player turn following the Soviet player turn on which Operation Uranus was launched. Hollidt is placed in Rostov, and if that is under Soviet control or unsupplied, in the closest supplied, Axis-controlled city near Rostov. Fretter-Pico is placed in any supplied, Axis-controlled city (major or minor) in the ALZ. Unless the Axis player controls only one supplied city, these units may not be placed in the same city.
- **Turn 12**: Roll one six-sided die. If the result is a 5 or a 6, the 250th "Blue" Division arrives; on any other result it does not. *Note: This is not historical, but merely an attempt to inject more salsa into the game. The Spanish "Azul" division held the line near Novgorod before its virtual destruction while stopping a massive Soviet offensive at Krasni Bor on February 10th, 1943 ("Black Wednesday").*

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

Mandatory: The **Grossdeutschland** (GD) division must be

withdrawn from the game on turn 2. If it is no longer in play, i.e. destroyed, a three-step German panzer division has to be withdrawn instead. If its parent unit is unsupplied at the time of mandatory withdrawal, the GD division or its panzer division substitute has to be withdrawn at the first opportunity following. This withdrawn asset may no be rebuilt and/or returned for the remainder of the game.

Voluntary: In order to be rebuilt to a higher step level, a German panzer asset assigned to a supplied unit has to be withdrawn to the Axis reserve box. Axis assets may be withdrawn from any **supplied** units on the map, in the reserve box, or in the Axis Caucasus Box.

11.0 REPLACEMENT

During the replacement phase a unit that has fewer than its maximum number of basic strength points may have its basic strength increased. It costs **one** friendly replacement point for each basic strength point increase to a unit. A unit has to be supplied (5.0) to be rehabilitated this way.

Units and assets in the dead pile may be rebuilt

Rebuilt units and assets are placed in the friendly reserve box during a side's replacement phase.

It costs **three** friendly replacement points to rebuild one step of an asset. This is an important consideration when assigning combat losses.

A German, understrength, multi-step asset **in the Axis reserve box** may have its steps rebuilt until it reaches its maximum (two or three) step state. If not eliminated (in the dead pile), it has to be withdrawn to the Axis reserve box during the reinforcement and withdrawal phase (7.2.4) in order to be rebuilt.

German replacement points may be used to rebuild or Axis-minor units or assets, but Axis-minor replacement points may not be used to rebuild German units or assets.

Instead of being used to rehabilitate units or assets, German (not Axis-minor) replacement points may be used in attempts to advance in the Caucasus (12.0). When used as such, they also score victory points for the Axis player (13.2.1).

The number of replacement points available to each side per turn is printed on the respective turn tracks. *Example: On turn 6 the Soviet side receives 8 replacement points; the Axis side receives 5 German replacement points and 1 Axis-minor replacement point.*

Replacement points that are not used on the turn during which they are received, are forfeited. They cannot be accumulated for use during later turns. *There is a multi-front war going on, and another front obviously needs the replacements more than you do.*

12.0 CAUCASUS ADVANCE

The Axis player may attempt to advance further into the Caucasus, provided that the following conditions are met at the instant that such an attempt is made:

- All the three units of the German **1.Panzerarmee** (3.Panzerkorps, 57.Panzerkorps and 49.Korps), as well as two corps from the other German (not Axis-minor) armies are in the Axis Caucasus Box.
- All five Caucasus units in the Axis Caucasus Box are at full basic strength.
- All three units of 1.Panzerarmee have their full complement of assets: SS-Wiking division and four full-strength (three-step, `8' combat strength) panzer divisions.
- In order to get to the Axis Caucasus Box in the first place, the Caucasus units must move off the map via hex 1210 or any hexes along the Trans-Caucasus Front (TCF) map edge east of 1210 during an Axis movement phase (7.2.2). The hex exited from must be Axis-controlled (4.4), and must trace supply (5.0) to an Axis supply source at that time. The Axis Caucasus Advance Marker is then placed on the easternmost hex the Axis exited from. All hexes along the TCF from that hex to the west no longer function as a supply source for Soviet units, nor may Soviet reinforcements arrive there from the TCF Box.

Procedure: Allocate a number of German (not Axis-minor) replacement points (11.0) to the Caucasus advance attempt.

If there are a number of Soviet armies in the Trans-Caucasus Front (TCF) box, and this number is equal to the number of Axis units in the Axis Caucasus Box, and all of these Soviet units are at full basic strength (no assets need be allocated to them), roll one six-sided die. If the result is equal to or less than the allotted number of replacement points, the Axis Caucasus Advance marker may be advanced.

If the Soviet side cannot match the Axis Caucasus force with an equal number of (basic) full-strength units in the TCF box, the advance attempt succeeds automatically. The Soviet player will have to inform his opponent whether this is the case, since the Axis Caucasus box is in view of both players, while only the Soviet player knows what he has in the TCF box.

If the attempt is successful, move the Axis Caucasus Advance marker one hex eastwards along hex row 12nn, *e.g., from hex 1210 to hex 1209, etc.*, provided that the lower-numbered hex is not Soviet-controlled.

Regardless of the outcome of the attempt, add the allotted number of replacement points used in the attempt to the raw aggregate of Caucasus victory points, as recorded with the yellow (Caucasus) victory points markers on the Axis victory points track.

Effect: Axis units may move between the Axis Caucasus Box and any hex in row 12nn that is on or west of the Axis Caucasus Advance marker via the Trans-Caucasus Front (TCF) map edge during an Axis movement phase (7.2.2). Soviet units may move between the Trans-Caucasus Front (TCF) box and any hex in row 12nn that is east of the Axis Caucasus Advance marker via the Trans-Caucasus Front (TCF) map edge during a Soviet movement phase (7.1.4). It follows that Soviet units may not enter the map from the Trans-Caucasus Front (TCF) box if the Axis Caucasus Advance marker is in hex 1201.

The Soviet player may **roll back** the Axis Caucasus Advance marker by gaining control of the hex with the marker in it, or by gaining control of any hex in hex row 12nn west of the marker. The Axis Caucasus Advance marker is always and immediately placed west of the westernmost Soviet-controlled hex in hex row 12nn. When the Soviet side gains control of hex 1210 the Axis Caucasus Advance marker is removed from the map and placed in the Axis Caucasus Box. At that moment all Axis units in the Axis Caucasus Box become trapped in the Caucasus, and may not enter the map until (and if) the Axis side regains control over a supplied hex 1210.

13.0 VICTORY CONDITIONS

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

13.1 Sudden Death

Soviet: If, at the start of any Soviet Player Turn (7.1), the Soviet player controls **Kharkov** with a supplied combat unit, the game ends, and the Soviet player wins.

Axis: If, at the start of any Axis Player Turn (7.2), the Axis player controls **Stalingrad** or **Astrakhan** with a supplied combat unit, the game ends, and the Axis player wins.

13.2 **Scoring Points During the Game**
Only the Axis player scores points in the game. The Soviet player has to prevent his opponent from scoring points.

13.2.1 **Caucasus**: When an Axis Caucasus advance attempt is made, add the allotted number of replacement points used in the attempt to the raw aggregate of Caucasus victory points, as recorded with the yellow (Caucasus) victory points markers on the Axis victory points track. This is done regardless of the outcome of the Caucasus advance attempt.

13.2.2 **Don**: Score one Don (blue victory points markers) point for each Soviet unit destroyed in the ALZ. Add one more Don point for each of Voronezh and Rostov if the city is Axis-controlled during at the end of the game (the Axis Victory Conditions Check Phase of Turn 14).

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

13.3 Points Adjustments after the game
13.3.1 **Base Adjustments**:

- Multiply the raw **Caucasus** victory points total by **2**.
- Multiply the raw **Don** victory points total by **6**.
- Multiply the raw **Stalingrad** victory points total by **6**.

13.3.2 **Hitler Directives Adjustments**:

- Multiply the adjusted **primary** objective (6.1) points by **3**.
- Multiply the adjusted **secondary** objective (6.1) points by **2**.
- Multiply the adjusted **tertiary** objective (6.1) points by **1**.

13.3.3 **The Final Victory Points Total**: Find the sum of the three adjusted totals after the Hitler Directives adjustments. Subtract **5** points from this sum for each Axis unit (not asset) in the dead pile, and for each unsupplied Axis unit on the map or in the Axis Caucasus box at the end of the game.

13.4 Determining a Winner at the End of the Game
The Axis player can only win the game by attaining his principal victory condition: Controlling a hex on (Stalingrad or Astrakhan) or adjacent to the Volga River with a supplied combat unit at the end of the game. Hexes 0707 and 1201 are not adjacent to the Volga.

Having attained this principal victory condition, the Axis player is awarded a

- Minor victory by scoring fewer than **70** points.
- Material victory by scoring more than **69** but fewer than **140** points.
- Decisive victory by scoring more than **139** points.

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

- Material victory by holding the Axis player to fewer than **140** points.
- Decisive victory by holding the Axis player to fewer than **70** points.

The Soviet player cannot attain a minor victory. If the Axis player fails to achieve his principal victory condition, but still scores more than **139** points, the game ends in a draw.

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15.0 CREDITS