



STREETS OF STALINGRAD

Rules Book



Version 2.1

Streets of Stalingrad

3rd Edition Rule Book Version 2.0

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Version 2.0 Notes:

New or substantially modified rules are preceded by the “Ω” symbol.

Clarifications are preceded by the Δ symbol.

The text of both is identifiable by [this style typeface](#).

Version 2.0 changes by Dana Lombardy and Art Lupinacci, compiled by Ken Nied with the assistance of Shelly Crawford and the contributors to the *Streets of Stalingrad* forum on ConsimWorld.

Ω See the Version 2.0 Summary Of New Rules And Clarifications after the Table of Contents.

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Version 2.0 SUMMARY OF 19 NEW RULES (and one deletion)

1. German 88mm units may fire as IF artillery up to 16 hexes.
2. Stacking limits may be temporarily exceeded if a moving unit becomes pinned due to opportunity fire (5.8).
3. Units not being attacked may DF and spot for IF artillery as DF (9.601 and 9.602).
4. An infantry type unit must be adjacent and attacking in order for an “attack” marker to be placed on a hex (9.64).
5. Attacker may choose to attack at one higher CRT column after defender fires using one higher CRT column (9.67 Close Assault Bonus).
6. Attacker’s DRM of -1 for defender surrounded becomes -1 Assault Advantage (9.71).
7. Rules 9.83 and 9.97 are eliminated.
8. Retreat after combat now required with “P” results (9.87 through 9.88).
9. German Nebelwerfer units are not restricted like Soviet Guards Mortar (Katyusha) rocket units (9.103, 14.05, 14.44).
10. Breakthrough attacks must include at least one adjacent attacking unit (10.2).
11. Only 1 IF artillery unit may be spotted from the same formation by non-OP and non-leader units, regardless of how many hexes they are on (14.24).
12. You may fire with IF artillery to interdict hexes with your units to prevent breakthrough attacks (14.85).
13. German player determines how many Stukas he has by subtracting a d10 roll from the number 22 (15.52).
14. Sniper units are moved to the nearest friendly unit if they are alone and German units enter their hex (16.15).
15. Soviet immobilized tank units are always eliminated by “P” results (16.37). Soviet River Flotilla units may be placed on the map and used for DF in German Attack and Exploit Attack phases (16.52).
16. Soviet tank repair unit is eliminated by a “P” result (16.73).
17. If a bridge is eliminated, only one vehicle unit is eliminated (17.14).
18. Soviet Pavlov leader unit confers -2/+2 DRM only when he is on Pavlov’s House (18.18).
19. Whenever a leader unit attempts to move by himself through a ZOC or enemy unit, subtract the maximum -4 DRM on the Leader Survival Table (18.32).
20. If isolated, German units are never eliminated but do suffer an “Out of Supply” marker (19.6).

Version 2.0 SUMMARY OF 26 RULES CLARIFICATIONS

1. Engineer units are not required to set up like infantry at the start of scenarios (2.33).

2. Bad weather restricts German ability to see Soviet units (7.4).
3. All Soviet movement phases on 13 September are halved (8.03).
4. Breakthrough movement does not require a breakthrough attack (8.5).
5. Soviet units may cross the Volga River both ways with same MP costs and restrictions (8.70).
6. Defending units may do reserves movement as part of combat sequencing (9.02).
7. Opportunity fire may be done multiple times into the same hex in the same phase every time a unit enters that hex (9.14 and 11.1 and 11.10).
8. Units may fire at and attack units in hexes they may not enter (9.25).
9. Only the actual terrain feature blocks LOS. The color of a hex does not mean the entire hex blocks LOS (see example after 9.32 and revised rule 9.36).
10. Vehicle units in a Tartar Wall hex must declare which side of the Tartar Wall they are on to determine if the LOS is blocked.
11. Attacking units that are spent by DF may attack again that same turn after the “spent” marker is removed (9.62).
12. Restrictions on advances after combat (9.87).
13. Exact phases that “pinned” and “spent” markers are removed (9.114 and 9.115).
14. A moving unit is vulnerable to opportunity fire the instant it starts moving (11.4).
15. IF artillery fire units may also fire by themselves as attacks or DF, and as opportunity fire during the Reserves Movement Phase and at units attempting retreat before combat (14.02).
16. IF artillery units may not fire in the phase they enter the game as reinforcements (14.11).
17. Placing an “attack” marker on a hex does not prevent units in that hex from DF or spotting against the adjacent units attacking them (14.23).
18. Spotting ranges on page 10 of the Examples of Play Book are wrong. Use the list in rule 14.25 which is correct.
19. Determining who can spot for which IF artillery units is now outlined in rules 14.36-14.39 Spotting Chain of Command.
20. German 88mm units are not affected by ammunition shortages (14.74).
21. OP units may spot every phase if they do not move, and enter as reinforcements in East Bank boxes or off-map boxes (14.91).
22. OP units may advance after combat (14.93).
23. Soviet AA units may fire at Stukas once per phase (15.42).
24. Zaitsev sniper unit gives a -2 DRM (16.13).
25. Soviet starting immobilized tank units may set up in any Soviet hex (16.34).
26. Soviet NKVD units roll for reliability immediately in Scenarios 1-3 (16.84).

Version 2.0 COMBAT RESULTS TABLE (CRT) AND WEST BANK BOMBARDMENT TABLE (WBBT)

See the last page of this Rule Book. **1.0 INTRODUCTION**

Streets of Stalingrad (SoS) is a two-player game about the German offensive to take the city of Stalingrad – block by block – in the fall of 1942. Play is also suited for two teams of players.

2.0 COMPONENTS

Each copy of *SoS* should contain the following (all dimensions in inches):

- One 18.5 x 13 x 3 storage box
- Two 8.875 x 11.25 x 0.8 plastic unit storage trays
- Six 11 x 17 die-cut unit counter sheets – 2,304 5/8 inch units
- One 4-foot by 6-foot game map in three overlapping sections
- Two 11 x 17 set-up map cards – four different maps printed back-to-back
- Eight scenario cards 17-inches wide by various heights – four German and four Soviet, printed back-to-back with eight different scenarios
- One 11 x 17 Turn Column and Victory Point Track with Phase Sequence Chart
- One 8.5 x 11 Ammunition Status & Replacements Saved Table
- One 11 x 17 Sequence of Play Chart and Terrain Effects Chart
- One 11 x 17 Combat Sequences Tables
- One 8.5 x 14 Combat Results Tables and Anti-Tank Target Chart
- One 16-page 8.5 x 11 Examples of Play book
- One 32-page 8.5 x 11 Rule Book with Designers' Notes
- One 32-page 8.5 x 11 Historical Commentary book
- Two ten-sided dice (2d10)

If any components are missing or damaged contact:

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Toronto, Ontario M8X 2Y8 Canada

Questions? Visit the *SoS* forum on www.consimworld.com, or check our web site – www.L2DesignGroup.com – for details on these *SoS* related products and other L2 games:

- *Streets of Stalingrad* War College seminar audio CD with seven maps and 12-page 8.5 x 11 Photo Study
- *Streets of Stalingrad* T-Shirt
- *Streets of Stalingrad* 3rd Edition ADC2 Module
- *Streets of Stalingrad* 3rd Edition Gamer's Guide and 2nd Edition Expansion Kit (future releases)

2.1 Game Map

2.11 The game map shows the city and suburbs of Stalingrad in 1942 at a scale of 300 meters across a hex. It was created using aerial reconnaissance photographs taken by the German Luftwaffe and supplemented with the latest information now available from Soviet archives in Russia. In addition to the city and suburbs, the most prominent features on the game map are the numerous deep gullies or ravines – called balkas – that restrict vehicle movement and provide defensive benefits.

Ω Hill 115.4 should be labeled hex 1635 not 1235.

2.12 Because we did not extensively modify the city pattern, buildings, and various structures and terrain features to accommodate the hexes and game mechanics, use the following guidelines whenever you find a situation on the map that is not completely clear:

- Always assume the worst case for the firing / moving player, and
- Always decide in favor of the defending units in that hex.

Example: If it is not completely clear that the line-of-sight (LOS) from a firing unit to a target unit is blocked, always assume it is blocked.

For details on terrain types and how terrain affects movement and combat, see the Terrain Effects Chart (TEC).

2.13 Individual buildings in black such as the Theater (hex 0626) and Museum (hex 0532) are shown only for historical information. They have no additional effect other than the type of terrain in that hex (usually city or suburb). Special hexes such as the Big Mushroom strong point (hex 0577), Nail Factory (hex 0728), and industrial (factory) hexes are identified with red type and a different color building and/or hex (see TEC).

2.14 Soviet reinforcement and replacements start in one of the three East Bank hexes with a red star that represent the eastern shore across the Volga River: Northern Sector, Central Sector, Southern Sector.

2.15 The portion of the game map with the hexes is called the West Bank of the Volga. German reinforcements and replacements start in one of the four off-map boxes with a German cross on the West Bank side of the map.

Ω 2.16 Note that there are small black numbers in the hexes next to each East Bank Box. These numbers are used to determine the range into and from that East Bank Box through that particular hex.

Example: A Soviet artillery unit in the Southern Sector with a range of 14 can fire into hexes 0509 or 0611 but not into hexes 0508 or 0711.

Ω 2.17 Map Layout. When setting up all three maps, place the South map first. Then place the Central map on top of the South map, overlapping it at hex row xx24. Finally, place the North map on top of the Central map, overlapping it at hex row xx56.

2.2 Units (Playing Pieces)

Units that have an explosion marker matching their AF points are considered indirect fire (IF) units and include mortars, infantry guns, howitzers, field guns, and rockets (see Examples of Play book for list and samples of IF artillery types). All other units are considered direct fire units.

2.21 The basic types of combat units in the game are infantry, armored, and artillery with variations within each type – see Examples of Play book for details on colors, symbols, etc. There are also German air support units (Stuka divebombers), and Soviet River Flotilla (RF) gunboats. Most armored units are tanks – German tanks were called panzers and they also used a type of armored assault gun called a StuG. Miscellaneous units include bridges, fortifications, and minefields, plus there are

informational markers to indicate attacks, pinned units, dismounted units, the current turn or phase, bad weather, etc.

2.22 Symbols and colors are used to help sort and organize your forces.

- The back side of each unit that belongs to the same brigade, division, or corps has that formation's tactical flag, number, and, in some cases, its own unique color and personal insignia.
- Most independent battalions and miscellaneous units have only a star (Soviet) or cross (German) on their backs.

Ω Although it does not affect setup or play, the Hiwi unit of the 295th Infantry Division should have the number "295" on its front just like the Hiwi unit of 24th Panzer Division and the Cossack unit of 14th Panzer Division.

2.23 If there is also a number next to the star or cross on the back of a unit, the number represents the scenario card where that unit can be found, either as a starting unit or as a reinforcement. Units with no number next to the star or cross appear in either:

- Scenario #1 (white outline star or cross), or
- Scenario #2 (red star with white outline or red cross), or
- Scenario #3 (brown outline or black cross).

2.24 Colors on the fronts of the units are used to help determine unit integrity and other combat benefits. The fronts of units that belong to the same infantry battalion all have the same color stripe over the battalion number, and another color stripe over the regiment number for all units that belong to that regiment (see Examples of Play book).

Ω The mortars for 576/II and 576/III of the German 305th infantry division, have the 576 part of their name in the same color as the 577 regiment. The color behind the number 576 on those two mortar units should be more orange in color (just like the infantry units of 576 Regiment). The color on the corresponding explosion markers is correct.

2.25 Combat units have Attacking Fire (AF) points, Defensive Fire (DF) points, Range, and Movement Points (MP) printed in the four corners of the unit. (See Examples of Play book.)

Attacking Fire (AF) points. Number used when attacking or bombarding enemy units. Leaders, snipers, mine dogs, immobilized tanks, the tank repair unit, observation posts (OP units), bridges, minefields, and fortification units have no Attacking Fire points (AF = 0).

Defensive Fire (DF) points. Number used when firing in defense against attacking enemy units. Leaders, snipers, mine dogs, Soviet tank repair unit, OP units, bridges, minefields, and fortification units have no Defensive Fire points (DF = 0).

Δ **Range.** The distance in hexes a unit may use its AF or DF. Note that German 88mm AT/AA units have two numbers for their range (4/16). The first number is used when they fire as direct fire units (up to 4 hexes), the second number when they fire as indirect fire artillery units (up to 16 hexes).

Ω The armored train unit counter should have a range of **1 not 0**. It may fire at adjacent hexes.

Movement Points (MP). Movement Points represent a unit's movement capability in a movement phase. This MP number may be modified by the movement phase (8.0), isolation (19.0), and hex type. See Terrain Effects Chart for the MP cost of each hex.

For movement purposes, most units are either foot or vehicle types:

- Foot units (MP = 8),
- Weapons towed by horses (MP = 12),
- Weapons towed by vehicles (MP = 15),
- Self-propelled weapons such as tanks (MP = 18 or 21),
- Armored cars (MP = 26),
- Motorized units with trucks (MP = 24),
- Motorcycles (MP = 26),
- Soviet armored train units (MP = RR).

German Stukas and Soviet River Flotilla units have no MP number and do not move as other units do. Instead, these units are placed on the game map temporarily in the phase they are used and then removed afterward.

Leader units and OP units do not show MP on the unit. Leader units and OP units may always move 16 hexes, or to any unit of their command. Leader units and OP units ignore all terrain costs in the hexes they move into or through.

Example: The leader PAVLOV may move to any unit of the 42 Guards Rifle Regiment of the 13 Guards Rifle Division which are indicated by the numbers and colors on the front and back of the PAVLOV unit.

Bridges, minefields, fortifications, the Soviet tank repair unit and Soviet immobilized tank units have no MP (MP = 0). They many never move after they are placed in a hex.

2.3 Scenarios and Set-up Maps

2.31 The game is divided into scenarios that are historical situations at various times during the battle. The Soviet player's scenario cards are denoted "S" (1S, 2S, etc.) and the German scenario cards are denoted "G" (1G, 2G, etc.). To play a scenario, use each player's card with that number (1S/1G, 2S/2G, etc.) plus the corresponding set-up map that shows exactly where both sides may place their units on the game map. For every scenario, the Soviet player always sets up his units on the game map first.

Example: Scenarios #1 (13 turns) and #2 (13 turns) may be played separately, or you can play the full campaign game of 67 turns by combining them with scenario cards 3S/3G.

2.32 Each scenario card displays available units, including reinforcements, and also lists replacements, victory conditions, and the number of turns and corresponding historical dates for that particular scenario. Some units and rules effects such as

ammunition shortages and withdrawals appear only in certain scenarios as well as in the campaign game – Scenario #3.

△ On Scenario Set-Up sheet 2S, there are two Soviet 7-pt mortar units (belonging to the 416th and the 188th) which do **not** have yellow AF values as most other independent units. Although they belong to independent battalions, Soviet mortar units that do not have their AF in yellow may be spotted for (called-in) by **any** Soviet unit. The Soviet 62 Army OP unit is not required to spot for these mortar units, although it may do so. In other words, these Soviet independent mortar units are considered to belong to anyone's chain of command and therefore are not penalized on the spotting table for calling in these mortars (DRM = 0 for Soviet non-OP unit spotting for these independent Soviet mortar units).

Ω Scenario Set-Up Sheet 6G. The 79th Infantry Division (reinforcements noted for 20 October) should list two (x2) 9-point IF artillery explosion markers and only one (x1) 11-point explosion marker on that date.

2.33 You are not required to use every hex shown for a group of units on the set-up map. You may stack the units on just a few of the indicated hexes, or spread them out and use every available hex marked for those units within the following guidelines:

- Infantry units of the specific regiments, brigades, noted must set up precisely on the front-line hexes indicated for those formations on the set-up map. A solid green line indicates front-line hexes for German units and a red line does so for Soviet units.
- All other starting units may set up on these solid-line hexes or on any hexes within the area for their particular battalion, regiment, brigade, division, corps, or German kampfguppe as indicated by a dotted line. If that formation has no dotted line, all the units must set up on the hexes with solid lines unless noted otherwise on the scenario card.
- Independent units may set up on any hexes within the area indicated for the formation they are attached to. If they are not attached to a specific formation, independent units and other starting units may set up on any hexes indicated for their side. △ Starting Soviet immobilized tank units may set up on any hexes noted for Soviet units and are not restricted to city or industrial/fortified hexes.

△ Engineering units of both sides are not considered to be "infantry" for set-up purposes. They are not restricted to solid-line set-up unless their set-up area indicates only solid lines.

2.34 The set-up maps may show more than one scenario. Scenario boundaries are marked with solid blue lines. To play an individual scenario, use only that portion of the game map shown for that scenario. Units may set up in the hexes with the dark blue scenario dividing line but may not move outside the scenario boundary.

Example: Set-up Map #1 shows the areas for Scenarios #1, #2, and #3, with the area for each scenario divided by narrow solid

dark blue lines. △ You may set up in, enter, and move through hexes on the scenario boundary lines.

2.35 The units shown on the scenario cards are sometimes the exact units available, but can also be representative of the unit types available.

Example: On scenario card 2S are three T60 light tank units noted for the 2nd Tank Corps. The sample unit shown belongs to the 27th Tank Brigade. There are two T-60 units of the 27th and one for the 26th Tank Brigade available, for a total of three T-60 units noted on the scenario card.

2.36 Some units that belong to a brigade or division may not enter the game at the same time as the rest of the units for that brigade or division. These units have numbers on their back sides that indicate the scenario card where they can be found entering the game on a later turn.

2.4 Preparing to Play

2.41 To avoid tears, fuzzy corners, or damaging the units, carefully loosen and then remove the units from the die-cut counter sheets. Then lay out the game map and other game components for easy reference as you read the rules.

2.42 The game requires dice-rolling to resolve combat and other variable situations. Two ten-sided dice (denoted d10) are provided in the game, one for each side. **The zero on the die is considered a result of ten (0 = 10).**

We recommend that you turn units 90 or 180 degrees as a reminder that these units may not move and/or fire in their next phase, and then turn them back at the end of that phase. This is noted in the rules where it is appropriate and on the Sequence of Play chart.

3.0 VICTORY CONDITIONS

3.1 At the start of any Administrative Phase of a turn, the German player may declare the game over. If the German player does not declare the game over, the game continues through the last turn of the scenario.

3.2 When the game is declared over or the scenario's last turn is completed, victory points are awarded to the German player as follows:

- Number of victory point hexes occupied,
- Victory points for reinforcement divisions that were **NOT** brought into the game (only in the full 67-turn campaign game scenario #3), and
- 1 victory point for withdrawing all units of the 29th Infantry Division (Motorized) by 19 September, or
- Losing 1 victory point by leaving the 29th Infantry Division (Motorized) in the game beyond 29 September (5 October for the division's artillery regiment) when it is supposed to withdraw.

3.3 The number of points the German player has determines the level of victory for either side:

- Soviet decisive
- Soviet marginal
- German marginal
- German decisive.

See the scenario cards for victory levels for each scenario.

3.4 There are twenty victory point (VP) hexes. Mamayev Kurgan (strong point hill top hex 1039) is worth 2 victory points, and nineteen river-landing hexes are worth 1 victory point each. Each river-landing hex has a numbered arrow on the Volga River pointing to that hex. These hexes are:

- 0310
- 0311
- 0418
- 0419
- 0420
- 0421
- 0423
- 0426
- 0427
- 0428
- 0429
- 0430
- 0547
- 0548
- 0549
- 0550
- 0360
- 0262
- 0176.

3.5 The German player also receives victory points for any of the four reinforcement divisions he does **NOT** bring into the game and for withdrawing the 29th Infantry Division (Motorized), including the division's artillery regiment, by 19 September (10 days earlier than required). These victory points are earned only in the 67-turn campaign game Scenario #3.

3.6 Four German divisions come into the game as reinforcements:

- 100th Jäger (25 and 30 September),
- 305th Infantry (11 October),
- 14th Panzer (11 October), and
- 79th Infantry (20 and 28 October in Scenario #6).

To earn the victory points for a reinforcement division, the German player may not bring **ANY** units of that division at any time during the game. The German player receives 1 victory point for each of the three infantry divisions and 2 victory points for the panzer division. This is a maximum of 5 victory points in the full campaign game (Scenario #3).

3.7 The German player will lose 1 victory point by leaving the 29th Infantry Division (Motorized) in the game beyond the 29 September (5 October for the division's artillery regiment) turn.

The 29th must be withdrawn by 10 October if it is kept in the game beyond its original withdrawal dates. To avoid the victory point penalty, **ALL** of the units of that division must be withdrawn on the turn required (pick the units up off the map). Only units identified on their backs as belonging to the division are counted.

3.8 Historically, the two-month battle was a Soviet marginal victory. The Germans captured 13 river-landing hexes and Mamayev Kurgan for 15 victory points, but committed all four reinforcement divisions in their attempt to capture the city (no additional victory points).

4.0 SEQUENCE OF PLAY

4.1 A complete turn of play consists of 15 separate phases and represents a 24-hour period of time. German movement and attacks were almost all done during daylight hours while Soviet movement (particularly crossing the Volga River) was usually done at night, such as the night of 14/15 September. After all 15 phases are completed, the "turn" marker is advanced one space along the Turn Column track and you start the next turn with the first phase.

4.2 Each phase must be followed and completed in the listed order before moving on to the next phase in the sequence. Players are not required to do anything in a phase if they do not wish to, but removals due to isolation and withdrawals must be done if a player chooses to do nothing else that turn.

4.3 A complete game turn consists of the following:

1. Administrative Phase
2. Simultaneous Bombardment Phase
3. German Movement Phase
4. Soviet Reserves Movement Phase
5. German Attack Phase
6. Simultaneous Bombardment Phase
7. German Exploit Movement Phase
8. German Exploit Attack Phase
9. Simultaneous Bombardment Phase
10. Soviet Movement Phase
11. German Reserves Movement Phase
12. Soviet Attack Phase
13. Simultaneous Bombardment Phase
14. Soviet Exploit Movement Phase
15. Soviet Exploit Attack Phase

4.4 See the Sequence of Play chart for the complete, detailed outline of each phase.

5.0 STACKING

5.1 More than one unit may be stacked in a hex. Stacking limits apply at the end of a phase. See page 8 of the Examples of Play book for a visual outline of these stacking rules.

5.2 You may always move units through a hex even if that temporarily brings the total number of units in that hex to more than the limits set below.

5.3 The German player may have a maximum of four combat units in the same hex as long as at least one of these units is a tank (panzer), StuG, or armored car unit.

5.4 The Soviet player may have a maximum of three combat units in the same hex.

5.5 In addition to the above, you may also have the following units in a hex:

- 1 leader unit per hex maximum
- 1 OP unit per hex maximum
- 1 sniper unit (Soviet only) per hex maximum
- 1 mine dog unit (Soviet only) per hex maximum
- 3 transport units (Soviet only) per hex maximum
- 1 tank repair unit (Soviet only) per hex maximum
- 2 River Flotilla units (Soviet only) per hex maximum, only on Volga River hexes
- 1 fortification unit per hex maximum
- 1 bridge unit per hex maximum

5.6 **Minefield Stacking.** Only one minefield unit may be placed in a hex, and you may stack only one friendly combat unit, plus any one of the following:

- Leader unit, or
- OP unit, or
- Sniper unit (Soviet only), or
- Mine dog unit (Soviet only)

5.7 In addition to the above stacking limits, an unlimited number of Indirect Fire (IF) explosion markers and/or German air support (Stuka) units may be temporarily placed in the same hex. These units are removed at the end of the phase noted on the Sequence of Play chart.

Ω 5.8 The stacking limits outlined above may be exceeded only if moving units become pinned in a hex that is already fully stacked. As soon as it is possible to do so, units in this overstacked hex must be moved so as to satisfy the stacking limits set above.

6.0 ZONE-OF-CONTROL (ZOC)

6.1 All combat units, including snipers, armored trains, and immobilized tank units, have a zone-of-control (ZOC) consisting of the six hexes adjacent to the hex the unit occupies. Leader units, OP, units, Soviet mine dogs, Soviet transport units, the Soviet tank repair unit, Stuka units, Soviet River Flotilla units, IF explosion markers, bridges, minefields, and fortification units do not have a ZOC.

6.2 A ZOC does not extend into city or industrial/fortified hexes, but a ZOC does extend out of these hexes into other terrain. ZOC does extend into Volga River hexes.

6.3 Units exert ZOC into hexes even if they cannot move into those hexes (see the note under map #3 on page 12 of the Examples of Play book).

Example: An armored unit in a hex with a balka that has no road or bridge does exert a ZOC across the balka into an adjacent hex even though it may not cross the balka into that adjacent hex.

6.4 It costs no extra MP to enter or leave a ZOC hex except in breakthrough movement (section 8.5) and as outlined below.

6.5 All units, except armored types, must stop as soon as they enter an enemy ZOC hex (*exception: Soviet Transport Units 16.46*). They may not move any further that phase, even if they have unused MP left over. You must tell your opponent when his units enter a ZOC of a combat unit that is on a hex where it is hidden (flag or star/cross side up).

6.6 Armored units may always move directly from one ZOC hex into another as breakthrough movement at a cost of 2 additional MP over the terrain cost to leave that hex. All units may move through a ZOC hex if that hex has a “breakthru” marker (10.7).

6.7 Non-armored units may not move directly from one ZOC hex into another, even if the ZOCs belong to different enemy units. Non-armored units may move directly from one ZOC hex to another ZOC hex only if the hex moved into has a “breakthru” marker or as advance after combat – which is not considered movement (9.86).

6.8 The presence of a friendly unit in an enemy ZOC hex does not negate that enemy ZOC. Only a successful breakthrough attack indicated by a “breakthru” marker can negate an enemy ZOC.

7.0 HIDDEN UNITS

7.1 You may examine every enemy unit in a stack if those units are in a clear hex within your Line-Of-Sight (9.3). Tartar Wall, railroad, road, hill top, slope, and cemetery hexes with no other terrain features are considered clear hexes. (Units in a clear hex are never hidden within LOS.)

7.2 All units are considered hidden in the following hexes:

- city,
- industrial/fortified,
- strong point,
- balka/cliff (infantry and dismounted infantry only),
- forest,
- suburb/village

These hexes are noted “H” on the TEC.

7.3 Hidden unit status exists for:

- Soviet units crossing the Volga River even if a German OP or other unit can see the Volga River hex they are in. The Soviet player may not use minefields, fortifications, bridges, transport units, or informational markers to cross the Volga River in hidden status in order to deceive the German player.
- All Soviet units in East Bank boxes until they fire or enter West Bank hexes and can be seen by enemy units as outlined in the LOS rules (9.3).

- All German units in off-map boxes until they enter game map hexes and can be seen by enemy units as outlined in the LOS rules (9.3).
- German units in clear hexes if no Soviet units can see that hex.

7.4 All Soviet bridges in any hex, and all Soviet units in any clear hex, are visible to the German player due to the Luftwaffe's air superiority. Tartar Wall, railroad, road, hill top, slope, and cemetery hexes with no other terrain features are considered clear hexes for this purpose.

Δ Bad weather also affects German reconnaissance. On a bad weather turn, Soviet units in clear hexes may be seen and revealed only by German units within 4 hexes with a clear LOS to that hex.

7.5 Hidden units may remain face down (flag or star/cross side up) until they reveal themselves by:

- Moving into a clear hex or hex where they are not hidden (such as armored units in balka hexes), or
- Attacking, or
- Opportunity fire, or
- Defensive fire before the attack against their hex is resolved and all attacking units, except Stuka and IF artillery units, are committed and revealed.

7.6 If they use opportunity fire, units remain revealed until the end of the enemy player's Attack or Exploit Attack Phase. Otherwise, units that bombard, use defensive fire, or attack are flipped back to hidden status at the end of the phase they fired in until they fire again and reveal their positions and weapon types, or unless they are in a clear hex or a hex where they are not hidden.

Play Note: Admittedly, inverted units may cause the owning player as much confusion as they do to the defender. Players may wish to keep most stacks eligible for hidden status face-up knowing the enemy player cannot examine the other units in that stack.

8.0 MOVEMENT

8.01 Most units have a Movement Point (MP) number in the lower right-hand corner. This number represents the total number of MP the unit may use in a given movement phase (1/2 MP in the Exploit and Reserves Movement Phases). Units expend MP to enter hexes and cross hex sides. All movement is into adjacent, contiguous hexes. MP may not be saved or transferred to any other unit.

8.02 Movement may occur in either side's Movement, Reserves Movement (1/2 MP), or Exploit Movement (1/2 MP) Phases. It is possible for a unit to move in all three phases in any given turn. Advances and retreats after combat are not considered "movement."

8.03 A unit's printed MP is its basic movement allowance during a movement phase. The movement allowance may be halved or quartered depending on the movement phase or the

unit's immediate situation. A unit may move up to its printed MP. Units may move less than their printed MP. Even units with "spent" markers on them may move, but units with "pinned" markers on them may **not** move.

Δ Note: The Soviet 13 September movement restriction (see "Game Notes" at the top of scenario cards 1S, 2S, 3S) halves all the other movement in the phases that start with half as well. In other words, in Reserve and Exploit movement, where MPs are normally halved, Soviet movement is quartered for the 13 September turn only.

8.04 A unit must have enough MP to enter a hex or it may not do so. See the Terrain Effects Chart for MP costs per hex.

8.05 All MP fractions are rounded upward: 15 MP becomes 8 MP in the Exploit Movement Phase and 4 MP in a retreat before combat.

8.06 A stack of units moves together as a group at the MP of the slowest unit in the stack.

8.07 Units with different MP may split up or join together in the same hex during movement at no additional MP cost. The movement allowance of the new group remains that determined at the start of movement (8.06).

8.08 Units may **never** move into or through a hex that contains an enemy combat unit. They may move into a hex that contains only an enemy minefield unit, enemy leader units, OP units, bridges, or fortifications.

8.09 Units must stop when entering an enemy ZOC hex.

Exceptions:

- (a) A ZOC which has been negated by a breakthrough attack (section 10.0).
- (b) An armored unit using breakthrough movement.
- (c) Soviet infiltration attacks.

8.1 Terrain Restrictions

8.11 Always assume the most costly terrain for movement purposes in any situation that is questionable. Because of extensive damage from bombing and artillery shelling prior to 13 September, there is no road movement through city and industrial/fortified hexes due to shell craters and rubble from collapsed buildings.

8.12 Armored, towed, and motorized units (MP = 12 or higher) may enter, remain in, and move along balka hexes, but they may not cross a balka unless there is a bridge and/or road that crosses the balka in that hex. To block non-bridge/road movement a balka must cross two or more sides of a hex (see [Appendices for list of hexes](#)).

8.13 If armored, towed, or motorized units are in a balka hex they do not receive the balka terrain modifier and are not hidden.

If such units are stacked with units that do receive the balka terrain modifier benefit, all defending units in that hex receive the terrain modifier benefit.

8.14 Road movement costs apply only when the moving unit/stack moves along the road. A player may enter a hex via one road and leave the hex via a different unconnected road with no MP penalty.

8.2 Deployment Movement

8.21 Units may move double (x2) MP during German Movement Phase 3 or Soviet Movement Phase 10. This is called deployment movement.

8.22 Deployment movement may not be used during the Exploit or Reserves Movement Phases, or as retreat before combat.

8.23 All deployment moves are done last after all breakthrough movement/attacks and normal movement have been attempted for that movement phase.

8.24 Units making deployment movement may not:

- Begin the movement phase in an enemy ZOC,
- Enter an enemy ZOC,
- Move into a clear hex within the range of a direct fire enemy combat unit,
- End their move within two hexes of any enemy unit, or
- Move closer to enemy units than the nearest friendly unit.

8.3 Reserves Movement (Soviet/German Reserves Movement Phases)

8.31 German Reserves Movement

Any German unit using reserves movement may move half (1/2) of its MP (round fractions up) during the German Reserves Movement Phase provided the unit:

- Is within three hexes of an “attack” marker, and
- Is not pinned, and
- Is not being attacked by Soviet direct fire combat units, and
- Did not opportunity fire in Soviet Movement Phase 10.

8.32 Soviet Reserves Movement

Any Soviet unit that begins the phase

- a) stacked with Pavlov, Herman, or a commissar leader, or
- b) Stacked with or adjacent to any other Soviet leader unit

may move half (1/2) of its MP (1/4 if isolated) – fractions rounded up – during the Soviet Reserves Movement Phase provided the unit:

- Is within three hexes of an “attack” marker, and
- Does not start the phase in an enemy ZOC unless stacked with a leader, and

- Is not pinned, and
- Is not being attacked by German direct fire combat units, and
- Did not opportunity fire in German Movement Phase 3.

8.33 Soviet leader units, including Pavlov, Herman, and commissars, may move during the Soviet Reserves Movement Phase even if they begin the phase in an enemy ZOC and even if their hex is being attacked. Soviet leader units may move but other units in that hex may not move if that hex is pinned.

8.34 Units moving in the Reserves Movement Phase may move into an enemy ZOC hex and into a hex being attacked or bombarded by enemy units.

8.35 Units in German off-map boxes or Soviet East Bank boxes may not move onto the game map or move from box to box in the Reserves Movement Phase.

8.4 East Bank and Off-map Boxes

8.41 Soviet units may move into or out of East Bank boxes only in Soviet Movement Phase 10 and Soviet Exploit Movement Phase 14. German units may never move into a Volga River hex or enter an East Bank box.

8.42 Soviet units may move from one East Bank box into an adjacent East Bank box only in Soviet Movement Phase 10. It takes the entire movement phase to move from one box into an adjacent box.

8.43 Soviet units leave or enter West Bank hexes from an East Bank box through Volga River hexes and are vulnerable to German opportunity fire as they do so (section 11.0).

8.44 It costs a Soviet unit half of its MP to move across the Volga River. Soviet units may cross the Volga only in Soviet Movement Phase 10 or in Soviet Exploit Movement Phase 14.

Example: It costs a Soviet infantry unit 4 MP to move from the Central Sector East Bank box into hex 0548 in Soviet Movement Phase 10, and 2 MP to cross in Soviet Exploit Movement Phase 14.

8.45 Soviet units may use deployment movement to cross the Volga River, but only in Soviet Movement Phase 10.

8.46 German units may move into or out of German off-map boxes only in German Movement Phase 3. Soviet units may never enter a German off-map box.

8.47 German units may move directly from one off-map box into another adjacent off-map box only in German Movement Phase 3. It takes the entire movement phase to move from one off-map box into an adjacent off-map box.

8.5 Breakthrough Movement

Breakthrough movement and breakthrough attacks (see section 10.0) may be attempted only in a Movement or Exploit

Movement Phase. Breakthrough movement and breakthrough attacks must be resolved first before any other type of movement is done for those phases. Only armored units may use breakthrough movement.

Δ Breakthrough movement is basically armored units moving through enemy ZOC hexes. Breakthrough movement does not require breakthrough attacks, and does not have to be preceded by breakthrough attacks (10.0).

8.51 Armored units may move through enemy ZOC hexes without stopping. This is called breakthrough movement. Armored units may use breakthrough movement in both the Movement and Exploit Movement phases, but never in the Reserves Movement Phase.

8.52 The units, if more than one, that will attempt a breakthrough attack after movement must be already stacked together at the start of that Movement or Exploit Movement Phase and must move together as a stack. When using breakthrough movement, you must complete the movement of an armored unit, stack of armored units, in a single hex before you begin the movement of armored units in a different hex.

8.53 Armored units using breakthrough movement are vulnerable to opportunity fire (section 11.0).

8.54 Armored units may use road movement for breakthrough movement except when moving through an enemy ZOC hex. In a ZOC hex, use the other terrain in that hex to determine the armored unit's MP cost. (There is no road movement through city and industrial/fortified hexes.)

8.55 Armored units may not use a bridge over a balka for breakthrough movement if that hex is an enemy ZOC.

8.56 Armored units pay an additional 2 MP for each enemy ZOC hex exited during breakthrough movement. This is in addition to the non-road terrain MP cost of the hex they are entering. Overlapping enemy ZOCs have no cumulative effects or extra MP costs.

8.57 One leader unit or one OP unit belonging to the armored unit's command may move with a stack of armored units attempting breakthrough movement, but the leader or OP unit must remain with that armored unit for the entire breakthrough movement.

8.6 Crossing the Volga

8.61 Volga River hexes are solid blue hexes. They divide the game map into West Bank hexes, where Stalingrad is located, and East Bank boxes, where Soviet reinforcements and replacements start.

8.62 Only Soviet units may move into a full Volga River hex or cross a hex side that is solid blue. German units may move into and occupy partial Volga River/land hexes on the West Bank.

*Example: A German unit may **not** move from hex 0105 to 0106 but may fire from hex 0105 at a Soviet unit in hex 0106.*

8.63 Soviet non-pinned units may cross the Volga River between West Bank hexes and East Bank boxes only in Soviet Movement Phase 10 and Soviet Exploit Movement Phase 14. They may use deployment movement to cross the Volga.

8.64 It costs a Soviet unit half of its available MP to move across the Volga. Soviet units crossing the Volga cross in hidden status and may not be examined by the German player.

Example: A Soviet foot infantry unit (MP = 8) would spend 4 MP to move from the Central Sector East Bank box into hex 0209 in Soviet Movement Phase 10, and 2 MP to cross in Soviet Exploit Movement Phase 14.

8.65 Soviet units cross the Volga along river-landing hexes within the stacking limitations noted in section 5.0. As multiple stacks of units cross along the same arrow, there is an additional cost of 1MP for each following stack of Soviet units as they move into the same West Bank hex.

Example: If several stacks of Soviet infantry units cross along river-landing arrow #8 in Soviet Exploit Movement Phase 14, the first stack enters cliff hex 0426 at 2 MP (half its available MP this phase), the second stack at 3 MP, and the third stack at 4 MP.

8.66 A maximum of 9 Soviet combat units may cross the Volga through the same river-landing arrow per phase (18 per turn). A maximum of one Soviet combat unit and one Soviet leader unit per West Bank hex may cross the Volga River through any non-arrow Volga River hex.

8.67 Soviet units with MP of 12 or higher may cross a balka/cliff hex without a road or bridge only if that hex has a river-landing symbol pointing to it (such as hex 0548). They may also remain in that hex, but these units do not get the terrain die roll modifier for the balka/cliff and are not hidden unless there is other terrain in that hex.

8.68 The Soviet player may not use minefields, fortifications, bridges, or other non-combat unit markers to cross the Volga River in hidden status in order to deceive the German player. He may stack Soviet River Flotilla (RF) units with the crossing units and eliminate RF units when losses are called for by German opportunity or defensive fire.

8.69 Soviet units crossing the Volga are vulnerable to German opportunity fire. Soviet units may also attack from Volga River hexes to try and force their way into West Bank hexes.

8.70 If a Soviet unit cannot complete its crossing of the Volga River for any reason, it must immediately return to the East Bank box it came from. A Soviet unit pinned by German opportunity fire or defensive fire must immediately return to the East Bank box it came from.

Δ Soviet units may cross the river in both directions with the same movement costs and restrictions, applied as stated in the rules. In other words, you may evacuate surrounded units from the West Bank to the East Bank boxes in one turn, and back

again to another part of the map on the next turn. Note: movement restrictions apply when moving box to box on the East Bank as well as moving from the East Bank onto the Volga River. You may not move units in the Southern Sector box to river-landing hexes on the North map. Soviet units must be in the East Bank box of the North map in order to move to river-landing hexes on the North map.

8.7 Dismounted Motorized Units

8.71 Motorized and armored infantry, engineer, and mortar units may move as foot units (MP = 8) when you place a “dismounted” marker on these units at the start of any movement phase.

8.72 Units must remain dismounted for the entire phase and are considered foot units for terrain MP costs and restrictions.

8.73 Units may remount their vehicles in a future movement phase. “Dismounted” markers may be removed at the start of a movement phase as long as the dismounted units are not on a balka/cliff hex without a bridge or road, can trace a path traversable by their vehicles and free of enemy ZOCs to a friendly road hex, and are not isolated.

8.74 As soon as the “dismounted” marker is removed at the beginning of a phase the unit may move using its normal MP.

8.75 It is not necessary to mark motorized units (MP = 24) as dismounted for combat as it is always assumed that motorized units fight dismounted from their vehicles. However, if they move at their higher MP and are not dismounted, they are vulnerable to opportunity fire from anti-tank units using the Anti-Tank Target Chart (ATTC). Armored units are **not** assumed to be dismounted and receive the armored modifier benefit for attacks and defensive fire unless a “dismounted” marker is placed on them.

9.0 COMBAT

9.01 Players attempt to eliminate enemy units or inhibit their movement through combat. Combat may occur during:

- Any or all of the four Simultaneous Bombardment Phases, and
- Each player’s Movement and Exploit Movement Phases as breakthrough attacks, and
- Each players Attack and Exploit Attack Phases, and
- The enemy player’s Movement, Reserves Movement, and Exploit Movement Phases as opportunity fire.

Δ In addition, a special form of combat called Instant Counter-Attack may occur during the enemy player’s Attack and Exploit Attack Phase (see section 12.0).

9.02 **Combat Sequencing.** Combat generally consists of the following steps. Many combats will **not** include all of these steps.

a) Attacker places “attack” markers during his Movement and Exploit Movement Phases.

b) Ω Defender may move units in Reserves Movement Phase that are within three hexes of an “attack” marker.

c) Attacker selects an attack to resolve and places IF markers and Stukas (German only) on that hex.

d) Defender may attempt retreat before combat (only in German/Soviet Attack and Exploit Attack Phases).

e) Defender fire: total DFs firing, roll one d10, apply DRMs, and apply results.

f) Attack resolved: total AFs firing, roll one d10, apply DRMs, and apply results.

g) Instant Counter-Attack (only if attacking units occupied attacked hex).

h) Attacking units are then marked “spent.”

9.03 Due to their specialized natures, bombardment, opportunity fire, and instant counter-attacks are covered under their own headings. The combat rules herein apply unless specifically modified in those sections.

9.1 Combat Basics

9.11 Combat involves directing the AF or DF of one or more units from one or more hexes against one target hex and all of the enemy units in that hex. **Exception: Opportunity fire is directed only at the units that are moving.**

9.12 Combat is completely voluntary. Units are never required to attack; units being attacked are never required to use defensive fire; and non-moving enemy units are never required to opportunity fire.

9.13 Units use their Attacking Fire (AF) points when attacking. They use their Defensive Fire (DF) points for defending and opportunity fire. IF artillery units use their AF for both attacks and defensive fire. Units with their AF underlined always use their AF when firing at armored units, and for opportunity fire at **moving** units with MP of 12 or higher. Soviet AA units always use their AF versus Stuka units.

9.14 Each hex may be attacked only once per phase. All enemy units in a hex are treated as one target for combat purposes. You may not fire at separate units in a hex (**see exceptions below**). Hexes with “attack” markers **must** be attacked.

Exceptions: A Soviet mine dog unit may select one German armored unit in an adjacent hex for a mine dog attack. The Soviet infiltration attack may select one German combat unit in a hex. Opportunity fire may target only the units actually moving.

Δ **Note:** If different enemy units enter the same target hex later during that phase, these moving units are also vulnerable to opportunity fire at the time they enter that same hex.

9.15 A combat unit’s AF/DF may not be split or divided; individual units may fire at only one hex. Two or more units may combine their AF or DF points to fire at the same target hex.

9.16 Players are not required to fire with every unit in a hex. All units in a hex are not required to fire at the same target. Two or more units in a hex may fire at different targets.

9.17 German units in an off-map box may not engage in combat. Soviet IF artillery units in East Bank boxes may bombard West Bank hexes, and may be bombarded by German Stuka units and German IF artillery units.

9.18 Place a “spent” marker on units after they attack. All combat units may attack only once per turn; a unit that uses opportunity fire and/or defensive fire may also attack once the same turn. Units with “spent” markers may defensive fire and opportunity fire. All “spent” markers are removed at the end of each side’s Exploit Attack Phase.

Play Note: A combat unit may use defensive fire in both the enemy’s Attack and Exploit Attack Phases and may opportunity fire during enemy Movement, Reserves Movement, and Exploit Movement Phases. A Unit that uses defensive fire may also attack once per turn.

9.19 To determine the results of fire, add up all the AF/DF of the attacking/defending units, along with the AF of any supporting IF artillery/Stuka units. Then roll one d10, adding and subtracting any and all die roll modifiers as listed on the appropriate Combat Sequence Tables. Locate the modified die roll on the Combat Results Table (CRT), West Bank Bombardment Table (WBBT), or East Bank Bombardment Table (EBBT) and apply the results.

Play note: Attacks and bombardments differ in that IF units may participate in attacks but bombardments include only IF or Stuka units. Also, an attack phase may include bombardments but a bombardment phase does not include any attacks.

9.2 Fire Range

While much of the fighting at Stalingrad was close-range street fighting (including hand-to-hand) for game purposes, all combat has a range. Adjacent hexes are range one (1).

9.21 Each combat unit has a range printed on the unit. All combat units may fire at hexes within their range limits.

Example: An anti-tank gun unit with range 3 may use its AF or DF to fire at enemy units that are 1, 2, or 3 hexes away from the hex it is in.

9.22 Direct fire units may use their AF and DF points up to the full ranges printed on the units.

Exception: The DF points of all indirect fire (IF) artillery units may be used only when they fire at attacking enemy units in adjacent hexes.

9.23 For all types of combat fire, a unit must have sufficient range to reach a hex in order to fire at that hex.

9.24 All combat units may always fire at adjacent hexes (1 hex range).

Ω 9.25 A unit may attack and Defensive Fire at enemy units in hexes that it may not move into.

Example: An armored unit attacks an enemy unit two hexes away that is on the opposite side of a balka that the armored unit may not cross.

9.3 Line-Of-Sight (LOS)

9.31 Direct fire units must have an unblocked line-of-sight (LOS) to the hex they want to fire at. If a direct fire unit does not have an unblocked LOS to a hex because of terrain, then it may not fire at that hex. Indirect Fire (IF) artillery units do not need an unblocked LOS if a qualifying spotter has an unblocked LOS.

Play Note: If unit A can see unit B, B can see A.

Play Note: Hidden units are allowable targets – the attacker just isn’t sure what exactly is there.

9.32 Only terrain can block LOS. Friendly and enemy units, including IF explosion markers, do not block LOS. Direct fire units may fire through hexes containing friendly and enemy units.

9.33 The following terrain features block LOS:

1. City
2. Industrial/fortified
3. Suburb/village
4. Forest
5. Strong points (Mamayev Kurgan hill top and two “mushrooms”)
6. Volga River cliff hexes if the LOS cuts across the cliff
7. Tartar Wall if the LOS cuts across the Wall
8. LOS may pass through one hex side of a hill top hex, but not through two sides of a hill top hex.

Examples:

1) The LOS between a unit on suburb hex 2334 to a unit on clear hex 2337 is blocked because the LOS crosses the Tartar Wall, but the LOS is not blocked from 2334 to a unit on Tartar Wall hex 2235.

2) The LOS between a unit on slope hex 1550 to a unit on slope hex 1448 is blocked because the LOS passes through two sides of hill top 107.5 (hex 1549).

9.34 Δ To determine if the LOS is blocked, place a ruler or straight edge on the game map from the center of the firing unit’s hex to the center of the hex of the target unit. If the straight edge does not cross or come within 1/16 inch any blocking terrain in the hexes between the firing and target hexes, the LOS is unblocked and the units may fire at each other.

Δ Examples:

- 1) A unit in hex 0506 has an unblocked LOS to a unit in 0509 because the LOS does not cross the suburb terrain feature in 0508 and the balka in 0507 does not block LOS.
- 2) The LOS is blocked by the building in 1935 between a unit in 1934 and a target in 1936, but it does not block the LOS between units in 2034 and 1835.

Δ Game Note: The game map is an exact reproduction of the area in 1942. Unless the LOS crosses or comes within 1/16 inch of a terrain feature listed in 9.33 above, the LOS is not blocked. Hexes do not block LOS. The color of a hex helps determine movement and die roll modifiers in combat, **not** LOS. When in doubt, see rules 2.12 and 9.40.

9.35 Do not count the terrain in the hexes of the firing unit and target units to determine if LOS is blocked.

Example: A unit in a forest hex may fire at a unit in a city hex as long as the straight edge does not cross any blocking terrain in the hexes between these units.

Δ 9.36 LOS traced exactly along a hex side that passes through or comes within 1/16 inch of blocking terrain is blocked.

9.37 Adjacent units always have an unblocked LOS between them and may fire at each other, regardless of the terrain in those hexes.

9.38 Direct fire units on the top of a slope hex can see and fire over blocking terrain in adjacent hexes if the LOS from that slope top hex passes through the adjacent slope hex (14.26).

Examples:

1) A direct fire unit on hill top hex 1814 can fire over blocking forest terrain in adjacent hex 1714 at an enemy unit in suburb hex 1613 but not at a hex in 1513.

2) A direct fire unit on slope top hex 1464 can fire over blocking forest terrain in adjacent 1364 at an enemy unit in balka hex 1263 but not at hex 1466.

3) A direct fire unit on hill top hex 2636 can fire over the blocking Tartar Wall in hex 2637 at an enemy unit in hex 2639 but not at hex 2437.

9.39 IF artillery units may fire at enemy units through the use of spotters even if their LOS is blocked (14.2).

9.40 In any LOS situations that are unclear, always give the benefit to the target unit and assume the LOS is blocked.

Play Note: Because units can be in a hex that may or may not block LOS, you must announce to the opposing player if your unit is covered by the blocking terrain.

Δ Example: A vehicle (mounted) unit in Tartar Wall hex 2638 must decide which side of the Wall it is on since it can be fired at from only one side of the Wall. This is a possible exception to rule 9.35 if the firing unit is adjacent. This does not apply to foot or dismounted units.

9.4 Retreat Before Combat

9.41 Before the attacking player attempts to resolve any attack using direct fire units and before any defensive fire, the defending units in a hex with an “attack” marker may retreat. This retreat before combat may be attempted only in the enemy’s Attack and Exploit Attack Phases, never in a bombardment phase or before a breakthrough attack in a Movement or Exploit Movement Phase. If only IF artillery and/or Stuka units are bombarding the hex, even if it is an Attack or Exploit Attack Phase, the defending units may **not** retreat.

9.42 The attacker must designate at least one direct fire combat unit that will attack the hex. All attacking units against a hex must be declared before a retreat before combat may be attempted.

9.43 At least one combat unit must always be left in the hex to defend against the attack. All other defending units in that hex may then immediately retreat from the hex and are not vulnerable to elimination on the CRT. Leader units, OP units, mine dogs, transport units, the Soviet tank repair unit, minefields, bridges, and fortification units are not considered combat units for the purpose of leaving a combat unit in the attacked hex. Snipers and immobilized tank units are considered units for this purpose.

9.44 Soviet units may retreat only under the following conditions:

- They are Guards or Marine units, or
- They are in the same hex with Pavlov, Herman, or a commissar leader, or
- They are in the same hex or a hex adjacent to any other Soviet leader unit.

9.45 If no Soviet armored units are attacking a hex that contains **only** German armored units, **all** defending German armored units in that hex may retreat.

9.46 Units in the attacked hex may not retreat:

- If they used opportunity fire in the enemy’s previous movement phase, or
- If pinned, or
- If defending against a breakthrough attack (10.5).

9.47 Retreating units are vulnerable to enemy opportunity fire. Retreating units may not enter or move through an enemy-occupied hex or enemy ZOC.

9.48 Retreating:

- All units may retreat one hex and may retreat up to 1/4 of their printed MP, fractions rounded up.
- Stacked retreating units may retreat to different hexes.
- When enemy direct fire combat units are attacking with IF artillery and/or Stuka units, for every 5 points of IF explosion markers and/or Stukas on that hex, it costs a retreating foot/dismounted unit (MP = 8) and armored unit 1 additional MP to leave the attacked hex.

• Motorized units (MP of 24 or 28) and towed artillery units (MP of 12 or 15) may enter but may not leave or move through hexes with 5 or more points of enemy explosion points or Stukas in them.

9.5 Defensive Fire

9.51 Before the attacking player rolls the die to resolve an attack in his Attack/Exploit Attack Phase and breakthrough attacks, all defending units in the target hex may fire first using the CRT.

Exception: When the attacker uses only IF artillery or Stuka units to attack, the defenders in the target hex do not get defensive fire.

9.52 The defender may combine the fire of eligible IF artillery units (using the IF units' AF factors) with that of the DF points of the defending units in the attacked hex.

9.53 Units with "pinned" and "spent" markers may defensive fire against attacking units in **adjacent** hexes only.

9.54 Pinned and spent direct fire units fire defensively with a +1 die roll modifier. Pinned IF artillery units may not use their AF for defensive fire but may use their DF against attacking units in adjacent hexes with a +1 die roll modifier.

9.55 Defending units may fire **only** at the specific enemy units that are using direct fire to attack their hex. Other enemy units that are adjacent to or within range of the defending units may not be fired at. (Exception: See rules 9.61 and 9.62 below.)

9.56 If attacking units are on more than one hex, the defending units, including the IF artillery units, may combine their fire against one hex or divide between attacking hexes as desired.

9.57 After all attacking enemy units have been identified, the defending units declare targets, add up all of their DF for each, and roll a d10 for each, adding and subtracting any and all die roll modifiers listed in 9.72. This final, modified die roll is then located on the Combat Results Table and the results applied for each defensive fire.

9.58 When more than one attacking unit is in a hex that suffers losses from defensive fire, the attacker may choose which units to eliminate. Only units participating in the attack may be eliminated by defensive fire.

Exception: Attackers with combat engineers, flame-throwers, and armored units take casualties with these units first if their DRMs were declared (see the bottom of page 10 of the Examples of Play Book).

9.59 If an attacking leader unit is in the hex where any attacking units are eliminated, immediately roll a d10 and consult the Leader Survival Table before that leader's attack is resolved (18.3).

9.60 You are not required to fire with every defending unit in a hex. However, even if they do not fire, all of the units in a defending hex are vulnerable to losses from an attack.

Example: A defending hex contains a Guards unit and a NKVD unit. The Soviet player does not defensive fire with the NKVD unit as that would require a +1 die roll penalty. The German attack eliminates only one defending unit and the Soviet player may remove the NKVD unit even though it did not fire defensively.

Ω 9.601 Units not being attacked may fire defensively at *attacking* enemy units on clear hexes within range and unblocked LOS that can be seen by the units that DF. Enemy units that are hidden and are not attacking may not be fired at defensively.

Ω 9.602 Non-pinned units not being attacked may spot for IF artillery defensive fire against hexes where attacking enemy units are located if they have an unblocked LOS to those hexes.

Δ **Play Note:** It is a good idea to place an "attack" marker on hexes where enemy units are able to spot for their IF artillery units, and on enemy units in hexes where they can DF at your units that are attacking a different hex.

Placing an "attack" marker on a hex means that the enemy units in that hex may only spot and DF against the units that are attacking them. Placing an "attack" marker on a hex requires at least one adjacent non-pinned direct fire attacking combat unit, although more units may participate in these attacks. You do not place an "attack" marker on a hex if you are bombarding a hex with only IF artillery and/or Stuka units, or if you are only firing with non-adjacent direct fire units.

9.6 Attacks

9.61 A unit is never required to attack – an enemy ZOC does not mandate combat. If you place an "attack" marker on a hex, you **must** attack it.

9.62 The attacking player always determines the exact order in which he will do his attacks. He is not required to designate the exact order in which he will resolve his attacks, but he may only attack hexes where he placed "attack" markers. Specific attacking units must be identified **Δ and revealed**, including supporting IF artillery and Stuka units, before the defending units fire defensively and the attack is resolved.

All units with sufficient range and with unblocked LOS or IF units with a spotting unit may attack. Soviet infantry units on Volga River hexes may attack but at a +1 die roll modifier. Exceptions are:

- Pinned units may not attack.
- Spent units may not attack.

Δ **Note:** Attacking units that are pinned in the Attack Phase by enemy Defensive Fire may not attack that phase. However, these units may attempt to attack again that same turn in their Exploit Attack Phase after the "pinned" marker is removed from them.

9.63 Each attack may be made against only one defending hex, but attacking units may be on several adjacent and nonadjacent hexes.

9.64 Attacking units in the same hex may attack two or more different defending hexes. You may divide your attacking forces to make multiple attacks from the same hex, and some units may sit in that hex without attacking (and therefore may not be fired at defensively).

Δ Note: In order to place an “attack” marker on a hex, there must be at least one adjacent non-pinned infantry type unit attacking that hex. IF artillery units, Stukas, and non-adjacent direct fire units may also attack hexes, but you do not place an “attack” marker on the hex unless there is at least one adjacent non-pinned infantry type unit also attacking that hex.

9.65 The same hex may be attacked only **once** per phase:

- In all four Simultaneous Bombardment Phases (but only by IF artillery and/or Stukas),
- In the Movement and Exploit Movement Phases with breakthrough attacks, and
- In the Attack and Exploit Attack Phase for a maximum of eight times in the same turn.

9.66 After all defending enemy units in the attacked hex have fired, the remaining non-pinned/non-spent attacking units add up all of their AF and roll one d10, adding and subtracting any and all die roll modifiers as listed in 9.71. This final, modified die roll is then located on the Combat Result Table and the results applied. Defender chooses his units to be eliminated by the attack (see the bottom of page 10 of the Examples of Play book).

Play Note: It is possible for all the attacking direct fire units to be pinned or spent, leaving just the IF artillery and/or Stuka units to resolve the attack. Δ In this case, all spotting penalties still apply, and any spotting benefits are eliminated. For example, if the spotting modifier is +3, then it remains +3 even if the spotting units are pinned by defensive fire.

Ω 9.67 Close Assault Bonus - Accelerated Assault.

For any attack that has at least one non-pinned/non-spent attacking infantry or combat engineer unit adjacent to the target hex, the attacker may choose to roll his attack using a column one higher than his total AF. However, he must announce this before the attack, and the defender may DF first using a column one higher than his total DF. This represents more aggressive assaults that risk greater casualties, an option always available to the attacker.

Example: An attack with 15 total AF normally uses the 10-19 column on the CRT. In Close Assault Bonus, the attacker may use the 20-29 column instead, but this allows the defender, with 3 DF, to fire first using the 4 column on the CRT. After defensive fire, if there is still at least one non-pinned/non-spent attacking infantry or combat engineer unit adjacent to the target hex, they attack one column higher than normally would apply.

9.7 Combat Die Roll Modifiers (DRMs)

9.71 Attacker DRMs for CRT:

+/- DRMs listed on the Spotting Table (14.3).

+/- Unit Integrity DRMs (9.73).

+? Soviet isolated units attacking with “out of supply” markers.

+1 If any Soviet units are attacking from a Volga River hex.

+1 If any attacking unit is a Soviet NKVD unit.

+1 If any armored units are in the target hex and none of the attacking units has its AF underlined.

+1 If any attacking infantry, engineer, or armored units are on an enemy minefield.

+1 If there is a fortification in the target hex.

+1 If any enemy leader, including Pavlov, Herman, or a commissar unit, is in the defending hex. The units in the defending hex do not have to belong to that leader unit’s command to receive this die roll benefit.

+1 If the units in a defending hex belong to the command of a leader unit in an adjacent hex, and that leader’s hex is not being attack by infantry, armored units, or other direct fire combat units, add on (+1) to the attacker’s die roll for any adjacent enemy leader unit(s). (Pavlov, Herman, and Soviet commissar units must be in the attacked hex, not adjacent, to provide this defensive benefit as above.)

+/- As per the Terrain Effects Chart (TEC).

Δ -1 For Assault Advantage. The defending hex is attacked from at least three adjacent hexes, two of which must be on directly opposite sides of the defending hex.

Δ In addition, the defending hex must be completely surrounded by enemy ZOCs or enemy units. If an “escape route” exists, such as an unoccupied city or industrial hex adjacent to the defending hex, then the unit is not surrounded because ZOCs do not extend into those terrain types. *Reminder: ZOCs do extend into Volga River hexes and terrain a unit may not enter (e.g., armor into balkas).*

Δ Count only those attacking units that are physically adjacent to the attacked hex when determining whether the attacker has an Assault Advantage. Non-adjacent attackers firing at a range greater than one do not contribute towards fulfillment of the Assault Advantage requirement.

Example: Two attacking units are adjacent to each other and the hex being attacked. A third direct fire unit fires at the defending hex at a range of three from a hex side opposite the other two attackers. The third attacker does not contribute to the Assault Advantage requirement because it is not physically adjacent to the defending hex.

-1 If any German combat engineer or Soviet flame-thrower unit with a red AF is used in an attack against a suburb, city, industrial/fortified, or strong point hex, or against a hex with a fortification unit.

-1 When an attacking armored unit is in the same hex with attacking German infantry or combat engineers, or Soviet Guards or Marine infantry units.

-1 Per each leader attacking.

-1 If any IF artillery units are used with direct fire units for an attack.

These die roll modifiers are cumulative and have no limit. They may cancel each other, however. You are not required to use a

unit's DRM benefit – you may use just its AF points in an attack and avoid risking it according to the loss priority table on page 10 of the Examples of Play book.

Example: A combat engineer unit in a hex with two infantry units will be used in an attack, but only its AF points, not its -1 DRM. If defensive fire eliminates one attacking unit, one of the infantry units may be selected for the loss instead of the combat engineer unit.

Note: German armored combat engineers may receive both the armored unit and combat engineer attack DRMs.

9.72 Defensive Fire and Opportunity Fire DRMs for CRT:

Do not use the DRMs on the TEC.

- +/- DRMs listed on the Spotting Table.
- +/- Unit Integrity DRMs (9.73).
- +? Soviet isolated units firing with “out of supply” marker.
- +1 If any firing unit is a Soviet NKVD unit.
- +1 If any armored units are in the target hex and none of the units using defensive fire has its AF underlined.
- +1 If any unit using defensive fire is spent or pinned (pinned units may not opportunity fire).
- +1 When there is any enemy leader unit in the target hex.
- 1 For Soviet target units on a Volga River hex, except River Flotilla units.
- 1 Any leader in the same hex with the units using defensive fire.
- ? If a sniper unit is stacked with the Soviet units firing.
- 1 If the attacking/moving target unit is on a minefield.

These die roll modifiers are cumulative and have no limit. They may cancel each other, however.

9.73 Unit Integrity

Unit integrity DRMs apply only for attacks, defensive fire, and opportunity fire, **not** for bombardments. These die roll modifiers are cumulative and may cancel each other. To aid in determining battalion and regimental unit integrity, German infantry, Soviet Guards, and Soviet Marine infantry units have color bars behind their regiment and battalion numbers (see Examples of Play Book).

There is no penalty to defensive or opportunity fire for mixing different formations in the same hex, but the attacker receives die roll benefits if the defending hex has units from different brigades, divisions, or corps.

There is no penalty to attacks if the attacking hex includes units of German divisional battalions or regiments: Panzer, Pioneer (combat engineer), Recon, PAK (anti-tank), and/or Artillery. There is no penalty to attacks if the attacking hex includes any independent units: German StuG, Flak, PAK, and/or Pioneer battalions, Soviet Flame-thrower companies, AA and/or Tank-Destroyer (anti-tank) regiments, artillery battalions, etc. Independent units have only a cross or star, not a flag, on their back side.

Battalion Integrity (apply [a] and/or [b] once per attack, and [c] once per defensive or opportunity fire)

- a) If two or more German infantry units or Soviet Guards or Marine infantry units that belong to the same battalion attack from the same hex, subtract one (-1) from the attacker's die roll.
- b) If any attacking hex includes units from different infantry battalions, add one (+1) to the attacker's die roll.
- c) If two or more of the firing units in the same hex belong to the same German battalion or same Soviet Guards or Marine battalion, subtract one (-1) from defensive or opportunity fire die rolls.

Regimental Integrity (apply [a] and/or [b] once per attack)

- a) If four or more German infantry units or Soviet Guards infantry units that belong to the same regiment attack from two or more hexes, subtract one (-1) from the attacker's die roll.
- b) If any attacking hex includes units from different infantry regiments, add one (+1) to the attacker's die roll.

Brigade/Division/Corps Integrity (apply [a] and/or [b] once per attack)

- a) If one or more defending units in the same hex belong to different German divisions or different Soviet brigades, divisions, or corps, subtract one (-1) from the attacker's die roll.
- b) If any attacking hex includes units from different brigades, divisions, or corps, add one (+1) to the attacker's die roll.

German Armor Integrity (apply once per attack or once per defensive or opportunity fire)

- a) If three or more German tank or StuG units that belong to the same battalion or regiment attack from the same hex, subtract one (-1) from the attack die roll if the defenders are on a clear hex. Only tank and StuG units are counted; other armored types do not receive this benefit.

b) Ω If two or more German tank or StuG units that belong to the same battalion or regiment fire defensively or opportunity fire from the same hex at the same enemy target unit, subtract one (-1) from the die roll.

Δ Note: The designations on the backs of the counters determine unit integrity for divisions and brigades. If units of the 99 Tank Brigade and 112 Rifle Division are on the same hex, they do not get battalion integrity benefits and the German player gets -1 DRM if he attacks their hex.

Any German leader, Soviet leader (except for Pavlov or Herman), or commissar unit that belongs to the same formation of any of the units in the attack, is stacked with the attacking infantry units, and participates in the attack negates the positive (+) die roll modifiers above. Each leader also provides a -1 modifier for the attack.

Example: The MUES leader is stacked with one armored infantry of his 16th Panzer Grenadier Battalion, one infantry unit of the 389th Division, and one infantry unit of the 94th Division. Without MUES, the German player adds +1 to his attack die roll

for two different battalions and +1 for two different regiments in the same hex (+2 total). With MUES, however, this penalty is negated and the German player subtracts one (-1) from his attack die roll for the leader.

9.8 Combat Results and Selecting Losses

9.81 Combat results have the following outcomes:

DE = All units in the target hex are eliminated.

D1/D2/D3 = 1, 2, or 3 combat units in the target hex are eliminated.

P = All units in the target hex are pinned or spent (see 9.84 and 9.87).

Combat units are considered any infantry, armored, or artillery unit, including immobilized tanks, snipers, mine dogs, and River flotilla units, but **not** leaders, OP units, transport units, the Soviet tank repair unit, fortifications, minefields, or bridges.

9.82 When more than one unit is in a fired-upon hex and the fire results in casualties, the owning player may choose the eliminated units, with the following exceptions:

- When German combat engineer units or Soviet flame-thrower units will use their DRM in an attack on a hex, these units must suffer the first casualty called for by the CRT for defensive fire. The attacker must declare that a German combat unit or Soviet flame-thrower unit is committed to an attack and place it at the top of a stack to indicate its vulnerability to defensive fire.
- When an armored unit is used in an attack against any hex and any defending unit in the attacked hex has its AF underlined, the armored unit must suffer the first casualty called for by the CRT for defensive fire. In attacks with both armored and combat engineers/flame-throwers, the attacker chooses the eliminated unit.
- When both armored units and combat engineer or flame-thrower units in the same hex use their DRMs in an attack, the attacker may choose which unit is eliminated by defensive fire.
- Minefields then bridges are the first units in a target hex eliminated by bombardment. Armored units then sniper units are the last units eliminated by bombardment.
- The defender may choose a minefield unit to be eliminated by an attack but otherwise only combat unit types may be chosen when defender losses are sustained.
- Sniper units are the last combat unit eliminated by attacks or bombardment.
- OP units and fortification units are eliminated if all other combat units in that hex are eliminated.
- When armored units or any moving unit with MP = 12 or higher in the same hex is eliminated by opportunity fire, the moving player chooses the unit(s) eliminated.

9.83 If a leader is in a hex that sustains any losses, immediately roll one d10 and consult the Leader Survival Table before resolving the next combat (see 18.3).

9.84 Units in city or industrial/fortified hexes cannot be pinned. The “P” result from defensive fire or attacks versus any units in a city or industrial/fortified hex will result in a “spent” marker being placed on the target hex.

9.85 **Advance After Combat.** If the attack eliminates all enemy units in the target hex, any attacking units adjacent to that target hex may immediately move into that hex, up to the stacking limit, even if this requires moving through enemy ZOC. Advance after combat is voluntary; no unit is required to advance. An advance into a vacated hex does not trigger opportunity fire.

Δ **Note:** Only attacking units may advance after combat. Units that defensive fire or opportunity fire may not advance after combat.

Ω 9.86 Attacking units may advance after combat only into hexes that they may enter normally. A vehicle unit may not advance after combat if such movement requires crossing a balka where there is no bridge or road.

Ω 9.87 **Retreat After Combat.** When a “P” result is obtained against defending enemy units in a clear hex, place a “pinned” marker on them and then all the defending units must retreat one hex. The defending units may not retreat into an enemy ZOC, or into a hex being attacked or bombarded, or into a friendly hex if that would cause that friendly hex to exceed the stacking limits outlined in section 5.0. Otherwise, the defender always chooses the hex he retreats into. If any of the defending units are unable to retreat, they are eliminated instead. If there is more than one defending unit forced to retreat, each unit may retreat into a different hex, but all of the units that retreat are still pinned.

Play Note: This means that units that retreat into a city or industrial hex keep their “pinned” marker and must abide by the rules for pinned units (9.11) until the “pinned” marker is removed.

Ω 9.88 **Retreat After Combat.** When a “P” result is obtained against defending units in a balka, forest, or suburb/village hex, or in a clear hex with a fortification unit, all the defending units may either: a) retreat one hex as outlined in rule 9.87; or b) they may remain in the hex but must eliminate one defending **combat** unit in order for the remaining defending units to stay there. In either case, the defending units are always pinned by a “P” result. Restrictions on retreat are the same as noted in rule 9.88. Ω 9.881 Minefields, bridges, and fortification units are never required to retreat; “P” results do not affect them. Soviet immobilized tank units may never retreat and are always eliminated by a “P” result if they are on clear, balka, forest, or suburb/village hexes. Fortification units are eliminated if all defending combat units in the hex with them retreat after combat. .

Ω 9.882 Soviet immobilized tank units are always eliminated by a “P” result even if they are on a city or industrial/fortified hex. Soviet immobilized tank units may never retreat. They may not be chosen as the one defending combat unit eliminated as per

9.88 above; they are always immediately eliminated by a “P” result even if the defender chooses to remain in that hex.

Ω 9.883 A retreat due to a “P” result may occur only when:

1. A “P” result is obtained as a result of an attack, not opportunity fire or defensive fire; and
2. There is at least one non-pinned adjacent infantry type unit in the attack; and
3. The defending units are on clear, forest, suburb/village, balka/cliff, hill top/slope, Tartar Wall, or hexes with only roads or railroads.

Ω 9.884 NKVD units must always retreat when a “P” result is obtained against their hex, regardless of the type of hex, unless a Soviet leader unit is in the same hex with them. If a Soviet leader is in the hex with them, the NKVD units may remain in that hex by eliminating one of the NKVD units. This does not apply to clear hexes; units in clear hexes must always retreat due to a “P” result.

Attacks and bombardments that only involve IF artillery, Stukas, and/or non-infantry direct fire units, such as armored units and AT guns, do not cause defending units to retreat due to a “P” result.

9.9 Armored Units & Anti-Tank (AT) Guns

9.91 Armored units and anti-tank guns have a special combat relationship reflected in the following rules. Soviet immobilized tanks and River Flotilla units are considered armored units.

9.92 For opportunity fire, attacks, and defensive fire, if the enemy target hex contains one or more armored units and none of the units firing at that hex has its AF underlined, add one (+1) to their die roll.

9.93 Starting 26 September, do not add +1 to the Soviet die roll for attacks and defensive fire against adjacent German armored units on city and industrial/fortified hexes, even if the Soviet units do not have their AF underlined (due to widespread use of Molotov cocktails and Soviet tank-killer team tactics).

9.94 Units with their AF underlined always use their **AF** against armored units for opportunity fire, attacks, and defensive fire. The firing unit’s AF is modified by the distance to the target (see the Anti-Tank Target Chart – ATTC). This applies even if the defending stacked includes non-armored units.

Δ Note: When armored units attack or move into clear hexes where they are vulnerable to opportunity fire, they always reveal themselves. However, it is possible for a hidden defending armored unit to not fire defensively and therefore not reveal itself. However, even in this case, the attacker gets to use his units’ underlined AF points and the ATTC since he is attempting to move into the hex and will still encounter the hidden enemy armored unit.

9.95 When a direct fire unit with its AF underlined fires at a moving motorized units (MP = 12 or higher) as opportunity fire only, use the unit’s **modified AF** according to the range to the target unit (see the Anti-Tank Target Chart).

9.96 Dismounted infantry and dismounted engineer units are not considered armored or motorized units for target purposes. (Dismounted units MP = 8.)

9.10 Special Combat Restrictions

9.101 Infantry, engineers, and all armored and self-propelled direct fire artillery units with their MP in red may attack immediately after they move. Direct fire artillery units with MP of 12 or 15 (towed by horses or vehicles) may not fire after they move.

Example: A German anti-tank gun unit with MP of 15 that moved in German Movement Phase 3 may not fire until German Exploit Attack Phase 8 if, and only if, it does not move in German Exploit Movement Phase 7.

9.102 Units with a red MP of 18 may always move and fire in their side’s next combat phase. These are armored and self-propelled units.

Ω 9.103 Soviet Guards Mortar (Katyusha) rocket units may not be used to attack, defensive fire, or bombard hexes adjacent to friendly units unless those friendly units are only bridges, minefields, and fortifications with no other units in those hexes. These restrictions do not apply to German Nebelwerfer units.

Note: German Nebelwerfer rockets used a guidance system that was much more accurate than typical fin-stabilized rockets. Nebelwerfers were used as direct support for attacks and defensive fire.

9.104 German Stuka units may not be used to attack or bombard city or industrial/fortified hexes adjacent to friendly units.

9.11 Pinned and Spent Units

9.111 Units are “pinned” through the combat tables and marked with a “pinned” marker. Units that move into a hex with a “pinned” marker immediately become pinned themselves.

9.112 Pinned units may not move, spot for IF artillery fire, attack, opportunity fire, or continue engineering tasks. The engineering tasks are not cancelled but merely delayed for a phase.

9.113 Exceptions:

- Δ Leader units can never be pinned or spent (18.14).
- Units in city or industrial/fortified hexes **cannot** be pinned. However, the “P” result versus any units in a city or industrial/fortified hex results in a “spent” marker being placed on the target hex.

- Spent units may move and spot for IF artillery fire, but may not attack or continue engineering tasks.
- Spent direct fire units may opportunity fire at moving enemy units but with a +1 die roll modifier.
- Pinned and spent direct fire units may fire defensively against **adjacent** enemy attacking units but with a +1 die roll modifier. Pinned IF artillery units may not use their AF for defensive fire but may use their DF against attacking units in adjacent hexes with a +1 die roll modifier.

Ω9.114 “Pinned” markers are removed at the beginning of Simultaneous Bombardment Phases 6, 9, and 13. “Pinned” markers under an “attack” marker are not removed until the end of the next Exploit Attack Phase.

Ω9.115 All “pinned,” “spent,” and “attack” markers are removed at the end of German Exploit Attack Phase 8 and Soviet Exploit Attack Phase 15.

Δ Play Note: A good tactic is to attempt to pin units in a bombardment phase, then place an “attack” marker on them in the next movement phase. This means that the “pinned” marker underneath will not be removed until the end of the next Exploit Attack Phase.

Δ Play Note: It may seem like a waste of time to place “pinned” markers on units due to combat results in Attack Phase 5, only to remove all such “pinned” markers in the next Simultaneous Bombardment Phase 6. However, since the German player determines the order of his attacks, getting a “P” result during his Attack Phase 5 could prevent Soviet units in a particular hex from spotting for defensive fire. Even a “spent” marker placed on Soviet units in a city hex prevents those units from launching an Instant Counter-Attack that phase.

10.0 BREAKTHROUGH ATTACKS

10.1 Breakthrough attacks are the only type of attacks that may be done during a movement phase and may only occur during regular or exploit movement. A breakthrough attack is usually, but not always, preceded by breakthrough movement. Any number of units/hexes may start a Movement or Exploit Movement Phase with a breakthrough attack against adjacent enemy units/hexes. One breakthrough attack must be resolved completely before another breakthrough attack may be attempted. Breakthrough attacks are resolved using the same procedures for other attacks (9.6) except as changed per this rule.

Δ Note: For breakthrough attacks you do not place “attack” markers on hexes and then resolve combat. Breakthrough attacks are resolved immediately, one at a time, during a movement phase.

10.2 Breakthrough attacks:

- Ω Must include at least one non-pinned attacking unit that is adjacent to the attacked hex.
- Δ May be attempted only against enemy units on clear, forest, and/or suburb/village hexes even if these hexes include railroad, road, hill top, slope, or cemetery features.

- As long as the breakthrough movement or attack does not cross the Tartar Wall or a balka, these hexes are also considered clear hexes if they have no other terrain features or have only forest, suburb/village, railroad, road, hill top, slope, or cemetery terrain.
- May not be made against hexes being interdicted with IF explosion markers in them.
- May not include units with “pinned” or “spent” markers on them.

10.3 Direct fire units only, Stukas (with LW OP unit spotting), and mortars within the attacking units’ command may participate in breakthrough attacks. Every defending unit in the attacked hex may defensive fire, and mortars within the defending units’ command may defensive fire against a breakthrough attack. All other IF artillery types may not participate in breakthrough attacks, either attacking or defending.

10.4 A defending hex may undergo only one breakthrough attack per Movement or Exploit Movement Phase.

10.5 Defending units in a breakthrough attack may not retreat before combat.

10.6 All defending units in the attacked hex must be eliminated in order for the breakthrough attack to succeed.

- If a breakthrough attack succeeds in eliminating all the defending units, at least one attacking unit must immediately move into that hex and move no farther that phase. Place a “breakthru” marker on that hex. **Mark all other attacking units as “spent” and these units may move no further for the balance of the movement phase.** Units under a “breakthru” marker may not attack again for the rest of that turn.
- If a breakthrough attack fails to eliminate all the defending units, place a “spent” marker on all the attacking units. No more breakthrough attacks may be attempted against this same hex for that phase. All attackers may move no further for the balance of the movement phase.

10.7 The “breakthru” marker on a hex indicates that there is no enemy ZOC in that hex. Units may now move through the hex with the “breakthrough” marker and ignore any enemy ZOC in that hex. It cost’s half of a unit’s available MP for that phase to move through a “breakthru” marker. Units moving through a “breakthru” marker may not attempt breakthrough attacks that same phase.

Example: It costs a German motorized infantry unit (MP = 24) 12 MP to move through a “breakthru” marker in German Movement Phase 3 and 6 MP to move through a “breakthru” marker in German Exploit Movement Phase 7.

10.8 Only enemy units adjacent to a newly placed “breakthru” marker may attempt an instant counter-attack (ICA) against that hex. If the hex is retaken, remove the “breakthru” marker.

10.9 Change all “breakthru” markers to “spent” markers at the end of the movement phase in which the breakthrough attack was made.

11.0 OPPORTUNITY FIRE

Unless modified by the following rules, all combat rules apply to opportunity fire.

11.1 Opportunity fire is fire at **moving enemy** units and occurs only during **enemy** Movement, Exploit Movement, and Reserves Movement Phases, and enemy units that Retreat Before Combat. Opportunity fire may **not** be used against non-moving enemy units. Opportunity fire may not be used against attacking enemy units that advance into a vacated hex after combat is resolved. Opportunity fire may be resolved by using the CRT, or, if only mortars or IF artillery are opportunity firing, the WBBT.

Δ Note: For opportunity fire, only moving enemy units in a target hex may be fired at. If different enemy units enter the same target hex later during that phase, these moving units are also vulnerable to opportunity fire at the time they enter that same hex.

11.2 Only direct fire units and mortar units may opportunity fire. A direct fire combat unit/mortar may use opportunity fire only once per phase. Stukas, German Nebelwerfers, and Soviet Guards Mortar (Katyusha) rocket units may never be used for opportunity fire.

Exception: Other German IF artillery units such as infantry guns larger howitzers and field guns may be used for opportunity fire against Soviet units crossing the Volga River (8.6), but only if a German OP or other unit can see the Volga target hex (14.02).

11.3 Pinned units may not opportunity fire. Spent units may opportunity fire.

11.4 A direct fire combat unit may use opportunity fire at enemy units only under the following conditions:

- The enemy units are within range of the firing unit, and
- The enemy units are on a clear hex, and
- **Δ The firing unit is not being attacked by adjacent non-pinned infantry type units, and**
- The firing unit has an unblocked LOS to the enemy units. Volga River, Tartar Wall, railroad, road, hill top, slope, and cemetery hexes with no other terrain features are considered clear hexes.

The above also applies to mortars with the exception that the unblocked LOS is from a spotting unit.

Δ A unit beginning its movement in a clear hex is subject to opportunity fire in its starting hex provided the above conditions are met.

11.5 A German direct fire combat unit may use opportunity fire against Soviet units crossing the Volga River up to the full range of the German unit. LOS is always unblocked through Volga River hexes. Soviet target units on Volga River hexes provide German firing units with a -1 die roll modifier.

11.6 Armored units and motorized units with MP = 12 or higher moving on a hex with a balka are considered to be on a clear hex if there is no other terrain in that hex.

11.7 One or more units in a stack in the same hex may use opportunity fire at the same target, or they may fire separately at different targets during the same movement phase. A unit is not required to use opportunity fire.

11.8 Only units in the same hex may combine their fire at the same target for opportunity fire. Units in separate hexes, even if adjacent, may not combine their opportunity fire at the same target; they must fire separately at the same moving target (they may fire separately while the target is in the same hex).

11.9 When there is more than one unit in a stack that suffers losses from opportunity fire, the player moving (the player who suffers the loss) may choose the eliminated units, with the exception of armored units fired on by AT units.

Ω 11.10 Unlike attacks, the same hex may be fired into by opportunity fire several times in the same phase as long as the conditions noted above are met.

Ω 11.11 As soon as any moving unit is pinned by opportunity fire, all other units in that hex are also pinned whether or not they were moving (exception: leaders cannot be pinned).

12.0 INSTANT COUNTER-ATTACKS (ICA)

12.1 After an attacker has made a successful attack and has advanced units into the vacated hex, the defender may declare an instant counter-attack (ICA) against that hex. This temporarily interrupts the attacker's resolution of his attacks and breakthrough movement until the ICA is resolved.

12.2 There is no limit to the number of ICAs you may declare as long as you can meet the requirements set below.

12.3 ICAs are restricted only to units that are adjacent to that hex; no ranged or indirect fire may be used. Only one ICA may be made against a hex in the same phase.

12.4 Units from more than one hex may combine to attack as long as they are all adjacent to that hex. The attacking units need not be adjacent to each other.

12.5 Only the following non-spent/non-pinned units may ICA:

- Any German infantry, engineer, or armored units may be used for an ICA. German artillery of any type and lone German leader units may not be used for ICA.
- Any Soviet Guards, Marine infantry, or Guards armored units may be used for an ICA. Any Soviet infantry or armored units in the same hex with a Soviet leader unit may be used for an ICA. Soviet artillery units of any type, sniper units, mine dog units, Soviet units with AF of zero, and lone Soviet leaders may not be used for ICA.

12.6 To resolve an ICA:

- Total the AF of all the units making the instant counter-attack.
- Subtract from that number the total DF of all the enemy units in that hex.
- The player making the ICA rolls one d10 and adds/subtracts (+/-) the value derived in (b) from the die roll.
- Apply the total to the Instant Counter-Attack Table to determine the result of the ICA.
- If the defending hex is cleared of all units, any ICA units may occupy the hex up to the stacking limits.
- Mark all ICA attackers with a “spent” marker.

Example: Units totaling 9 AF ICA a hex with 10 DF. The difference is -1. The d10 roll is 6. Six minus one equals 5, resulting in the loss of one unit from the hex defending against the ICA, but the defenders retain that hex.

12.7 Other than the difference between total AF and total DF noted in step (b), no other die roll modifiers apply.

12.8 The player suffering the loss always determines the unit to be eliminated.

12.9 If any ICA attacker occupies a hex with a “breakthru” marker, remove the marker. Enemy units may not use that hex for breakthrough movement.

13.0 SOVIET INFILTRATION ATTACKS

13.1 In every Soviet Exploit Attack Phase beginning with the 26 September turn, the Herman Soviet leader unit may take any one Soviet infantry unit he is stacked with and infiltrate behind the German lines and attack. Herman may not infiltrate alone and may not move farther than 4 hexes away from a non-infiltrating Soviet unit.

13.2 The Herman leader unit and the Soviet infantry unit may not stop in a hex that contains German units. They may move over and through German units, including German minefields, but only when in city or industrial/fortified hexes. Herman and the infantry unit must stop if they otherwise enter a German ZOC hex.

13.3 A maximum of one German combat unit may be attacked by Herman and the Soviet infantry unit in Soviet Exploit Attack Phase 15. This Soviet infiltration attack may not be supported by IF artillery units or other Soviet combat units. The one German unit attacked may be part of a stack; note 13.7.

Note: Like Soviet mine dog attacks, this type of combat allows the Soviet player to choose the exact target of his attack.

13.4 The Herman leader and Soviet infantry unit resolve their attack **before** the German defending unit or units may defensive fire. This infiltration attack is resolved using the CRT before any other combat is resolved for that phase.

13.5 Only the leader unit modifier for Herman is used for this infiltration attack: -1 from Soviet attack die roll and +1 to the

German defensive fire die roll. No other die roll modifiers of any kind are used in this infiltration combat.

13.6 For both the Soviet infiltration attack and the German defensive fire, all “P” results = target unit eliminated. If the Soviet infantry unit does not survive the German defensive fire, Herman is also eliminated.

13.7 If the German unit survives this infiltration attack, it, and any other German combat units in the attacked hex, may defensive fire at Herman and the Soviet infantry unit.

13.8 If Herman and the Soviet infantry unit survive the German defensive fire, they must immediately move back to the Soviet side of the battlefield before any more Soviet units resolve combat for that Soviet Exploit Attack Phase 15. Herman and the Soviet infantry unit may move over and through German units in city and industrial/fortified hexes in order to cross back to their own lines but may not move more than 4 hexes.

14.0 INDIRECT FIRE (IF) ARTILLERY UNITS

14.01 Indirect fire (IF) artillery units include mortars, infantry (regimental) guns, rockets, and independent and divisional artillery such as howitzers and field guns. **Δ While called indirect fire units, they may fire directly (spotting for themselves), or fire over blocking terrain against enemy units “spotted” by friendly units (14.2). Indirect fire at hexes to which LOS cannot be traced or at hexes which cannot be spotted is not allowed.** German IF units may combine their fire with Stuka units to attack or bombard the same hex. IF artillery units may combine their fire with direct fire units for attacks, defensive fire, and for opportunity fire.

14.02 IF artillery units may fire their AF **once** per turn:

Δ

- In one of four Simultaneous Bombardment Phases, or
- In either side’s Attack or Exploit Attack Phase to attack with or defensive fire with direct fire units, or
- In either side’s Attack or Exploit Attack Phase to attack or defensive fire by themselves, or
- As opportunity fire in either side’s Movement, Exploit Movement, or Reserves Movement Phase, or at enemy units that attempt Retreat Before Combat:

a) Mortar units only, and

b) German IF units against Soviet units crossing the Volga.

Play Note: IF units are powerful and versatile but not unlimited – your tactics will reflect IF availability or lack thereof.

Operations will be successful only if you maximize use of IF points.

14.03 Each IF artillery unit has an IF explosion marker that represents its AF. The IF explosion marker for each IF unit should remain stacked with its IF unit until it is used in combat. To keep track of which IF artillery unit has fired, place its IF explosion marker in the hex it is firing at, and then remove used IF explosion markers at the end of the phase they are used in unless they are interdicting a hex (see 14.84). IF explosion

markers are then rejoined with their IF artillery unit during the Administrative Phase of the next turn.

Δ Exception: German 88mm dual AA/AT guns do not have explosion markers but may be used once per turn like IF artillery when a German leader or OP unit spots targets for them. They may be used as IF artillery and as direct fire units in the same turn, but not in the same phase. As direct fire units, German 88mm guns may attack, defensive fire, and opportunity fire all in the same turn, but not more than once per phase.

14.04 If the IF artillery unit is eliminated, remove both the unit and its IF explosion marker.

14.05 When an IF artillery unit fires its AF, place its IF explosion marker on the target. IF explosion markers may be placed on hexes adjacent to friendly units.

Exception: Soviet Guards Mortar (Katyusha) rocket artillery explosion markers may not be placed adjacent to friendly units, including hexes adjacent to themselves. Rocket explosion markers may be placed on hexes adjacent to friendly bridges, minefields, and fortifications if no other units are on those hexes. Ω This restriction does not apply to German Nebelwerfer rocket artillery units.

14.06 When IF units are attacked by adjacent direct fire enemy units, they may use only their DF, not their AF, to defend against that attack.

14.07 Pinned or spent IF units may not fire their AF but may fire their DF to defend their hex against adjacent attacking enemy units.

14.1 Movement and IF Fire

14.11 When IF artillery units move, *Δ including entering the game as reinforcements*, they may not use their AF in their side's next Attack or Exploit Attack Phase. Turn such units 90 or 180 degrees to indicate that they may not fire in their side's next phase, and then turn them back at the end of that phase.

Placing artillery units on the map at the start of a scenario does not count as movement. All artillery units may immediately engage in combat on the first turn of any scenario.

14.12 IF artillery units used for opportunity fire may not move in their next movement phase. Soviet IF artillery units used for defensive fire in the German Attack or Exploit Attack Phase may not move in Soviet Movement Phase 10. Turn such units 90 or 180 degrees to indicate they may not move in their next movement phase, and then turn them back at the end of that movement phase.

Exception: Units with a red MP of 18 may always move and fire in their side's next combat phase. These are self-propelled units.

Example: A Soviet IF artillery unit that appears in an East Bank box as a reinforcement in Soviet Movement Phase 10 may not

fire its AF in Attack Phase 12, but it may fire in Simultaneous Bombardment Phase 13.

14.13 IF Artillery units may bombard and move in their next movement phase.

14.2 Spotting Targets for IF Artillery

14.21 OP units, leader units, and any combat unit of their side may see target hexes for IF artillery units. This is called "spotting" targets for IF artillery. Soviet River Flotilla, immobilized tanks, snipers, transport units, mine dogs, the tank repair unit, and minefields, bridges, and fortification units may not spot targets for IF artillery. German LW OP units may only spot targets for Stuka units; they may not spot targets for German IF artillery units.

14.22 OP units may spot target in multiple hexes in the same phase as long as they are within the OP unit's range. Non-OP units, including leaders, may spot targets on only one target hex per phase.

Δ 14.23 Pinned units may not spot, but spent units may spot for IF artillery fire. Units in a hex with an "attack" marker may only spot against enemy units attacking that hex (see 9.55 and 9.62).

Note: Simply placing an "attack" marker on a hex does not prevent an OP or other unit in that hex from spotting targets. Such units may spot for IF artillery as part of their defensive fire.

14.24 The number of IF artillery units or AF points that may be spotted in a phase are:

- 90 AF points by a Soviet 62 OP or German LI OP unit.
- 60 AF points by a German divisional OP unit.
- 2 IF artillery units by a leader.
- 1 IF artillery unit by any other non-OP unit, and only one IF unit regardless of how many non-OP units are in the spotting hex.
- Ω 1 IF artillery unit per formation from multiple hexes. For example, if a target hex can be spotted by three hexes that each have infantry units of the same battalion, only one IF artillery unit may be spotted by the battalion.
- Ω OP units, leader units, and other units in the same hex may all spot for IF artillery units up to the limits set above. For example, a leader and an infantry unit in the same hex may spot for three IF artillery units and may spot two different target hexes in the same phase.

Note: To determine which units may spot for a particular IF artillery unit, see 14.36 Spotting Chain of Command.

14.25 Spotting Ranges

If the LOS is unblocked, the maximum spotting ranges for both OP and non-OP units are:

- 9 hexes through Volga River hexes.
- 9 hexes from a hill top.

- 4 hexes from any other hex.
- From OP units on hill top 102.0 of Mamayev Kurgan (hex 1039):
 - a) 12 hexes over the Volga River.
 - b) 9 hexes over West Bank land hexes.

Exception: An OP unit on hex 1039 (Mamayev Kurgan) can also see hill top hexes 1635, 1641, and 2238, and vice-versa.

Ω The spotting ranges listed above are correct. Many of the spotting ranges listed on page 10 of the Examples of Play book are **wrong**. Use the spotting ranges listed above.

14.26 Units on hill top and slope top hexes can see over blocking suburb/village terrain “below” them. A hill top hex is indicated by a yellow hex with a black triangle and a number representing its height in meters. A slope top hex is at the dark end of a slope feature.

Example: Hexes 1518 and 1618 are slope top hexes but 1418 is not.

- To see over units and blocking suburb/village terrain, the LOS of a unit on a hill top or slope hex must cross an adjacent slope hex.

Examples:

- 1) A unit in hill top hex 2238 (height 126.3) can spot targets in hexes 2640 and 1840, but not 2641 or 1841.
- 2) A unit in hill top hex 1007 (height 120.0) can spot targets in hexes 0909 and 0808, but not in hexes 0709 or 0805.
- 3) A unit in slope top hex 2249 can spot targets in hexes 2245 and 2048, but not in hexes 2047 or 1948.
- 4) A unit in hill top hex 1814 (height 126.6) can spot targets in hex 1412, but not in hexes 1512 or 1812.

- A unit on a hill top can see over **any** blocking terrain in an adjacent hex if that hex is a slope hex. It cannot see further than the next hex beyond the slope hex if that hex has blocking terrain in it.

Examples:

- 1) A unit in hill top hex 2238 (height 126.3) can spot targets in 2247 and 2041, but not hexes 1942 or 2042.
- 2) A unit in hex 1635 (height 115.4) can spot targets in hexes 1435 and 1436, but not hexes 1336 or 1437 or 1734.

14.27 From hill top 102.0 of Mamayev Kurgan (hex 1039), OP units can spot targets from river-landing arrow 12 (hex 0331) through arrow 15 (hex 0448) and every Volga River hex in between these landing hexes.

Example: An OP unit on height 102.0 (hex 1039) can spot targets in hexes 1030 through 1048, hexes 0433 through 0939, hexes 1935 through 1139, etc., but not hexes 1239, 1733, 1431, or 0532.

14.28 Soviet IF artillery units in any East Bank box can see the West Bank cliff hexes along the Volga River and do not require a friendly unit to spot these hexes (such as hexes 0104 and 0421).

In order to fire at German units on any other West Bank hex, Soviet IF artillery units in East Bank boxes must have another Soviet unit spot the target hex for them.

14.29 German IF artillery units may fire at Soviet IF artillery units in East Bank boxes only if there is a German OP unit in hex 1039 (height 102.0 of Mamayev Kurgan). Use the East Bank Bombardment Table (EBBT) when German IF artillery or Stuka units bombard Soviet units in East Bank boxes.

14.3 Spotting Table

14.31 Use the Spotting Table modifiers below when OP units and non-op units spot targets for IF units that attack, bombard, opportunity fire, or support defensive fire. If Stukas and IF units are combined, use the spotting modifier for the IF unit.

Spotting Situation (only one applies):

- 1 One or more OP units can see the target hex and spots for IF artillery units in its command (Stuka units are within the LW OP unit’s command).
 - 0 IF artillery can see the target hex it fires at (self-spotting) – Stukas always see their target hex.
 - 0 Non-OP units spots adjacent hex for IF artillery within its command.
 - +1 OP can see the target hex and spots for IF artillery **not** in its command.
 - +3 Non-OP spots **adjacent** hex for IF artillery units **not** in its command.
 - +2 Non-OP unit spots for IF artillery units in its command against a nonadjacent target hex within LOS (area fire).
 - +4 Non-OP unit spots for IF artillery units **not** in its command against a nonadjacent target hex within LOS (area fire).

Also subtract the following modifier when using the WBBT:

- 1 Any named leader spots for IF artillery against an adjacent target hex (commissars are not named leaders).

Apply the following modifiers when using the EBBT:

- +1 When German Stukas or IF artillery units bombard Soviet units in East Bank boxes on 26 September through 9 October.
- +2 When German Stukas or IF artillery units bombard Soviet units in East Bank boxes on 10 October through 29 October.
- +3 When German Stukas or IF artillery units bombard Soviet units in East Bank boxes on 30 October through 18 November.

14.32 To help determine spotting DRMs of the units within an IF artillery unit’s command, most IF artillery units and their explosion markers are color-coded.

Example: The mortar unit of the II Battalion, 191st Regiment, German 71st Infantry Division, has a color bar behind the regiment number (191) and behind the battalion number (II) that matches these color bars on the infantry companies of that battalion and regiment. An infantry company of II/191 may spot an adjacent target hex for the II/191 mortar unit at no penalty (DRM = 0).

14.33 Independent IF artillery units are considered to belong to the command of their side's corps (German 51st) or Army (Soviet 62). Soviet 62 OP units and German LI OP units are color coded to match the independent artillery units of their sides: Soviet IF artillery unit's AF and OP triangle in yellow; German IF artillery unit's color bar and OP triangle in light green.

14.34 All other Soviet IF artillery units are also considered to belong to the 62 Army's command, and all other German IF artillery units are considered to belong to the 51st Corps' command.

Example: Whenever the LI OP unit spots for any German IF artillery unit, subtract one (-1) from the die roll (see Spotting Table modifiers).

14.35 The German player may attach independent IF artillery battalions to any division by stacking them with the division-level IF artillery units of that particular division. That division's OP unit may then spot for these independent IF artillery battalions with a -1 benefit, and any other unit of that division may spot for these independent IF artillery battalions with a DRM of zero (see Spotting Table).

△ Note: There are Soviet 7-point mortar units which do not have their AF in yellow as most other Soviet independent units. Although they belong to independent battalions, these mortar units may be spotted for (called-in) by any Soviet unit without penalty (DRM = 0).

Ω 14.36 Spotting Chain of Command. In general the higher the level of an OP or leader unit, the more artillery units that are considered within its command (Spotting Table DRM = -1 or 0). For example, all Soviet artillery units are within a 62 Army OP unit's chain of command. All German artillery units are within a LI Corps OP unit's chain of command.

Ω 14.37 Named leaders and nearly all commissars (unnamed leaders) are identified as to their specific command: battalion, regiment, brigade, division, corps, or army. Soviet 62 Army-level commissars do not have any identifying number on them and may spot for any Soviet artillery units without penalty (DRM = 0).

Ω 14.38 When German 88mm AT/AA units fire as IF artillery, they may fire up to 16 hexes. They are considered to be part of the chain of command of every German OP unit and leader unit. Any German OP or leader unit may spot for 88mm units without penalty (DRM = -1 or 0).

Ω 14.39 Soviet independent artillery units are only within the command of Soviet 62 Army OP units and leaders. Except for German 88mm AT/AA units noted in 14.38, German independent artillery units are only within the command of German LI Corps OP units or von Seydlitz leader unit, or German 6th Army Paulus leader unit. German independent artillery units that are stacked in the same hex with German division artillery units are assumed to be attached to that division and therefore part of that division's chain of command. (Division OP unit spots for them with DRM = -1.)

△ Spotting Chain of Command Examples:

- 1) All three German infantry companies of II Battalion, 276 Infantry Regiment, 94th Infantry Division, as well as the Weigert leader unit, may spot for the II/276 mortar unit without penalty (DRM = 0).
- 2) These five II/276 units, and any of the six infantry companies and two mortar companies of 276 I.R., plus the Rittner leader unit and 276 AT gun unit, may spot for the 276 infantry gun IF unit without penalty (DRM = 0).
- 3) These five II/276 units, as well as all other units of 94th I.D., may spot for the four artillery units of the division's 194 Artillery Regiment without penalty (DRM = 0).
- 4) Any German independent artillery units stacked in the same hex with 194 Artillery Regiment units are considered attached to the division and may be spotted for by any unit of 94th I.D. without penalty (DRM = 0).
- 5) Weigert may spot for any German 88mm AT/AA unit without penalty. Weigert may spot for any two IF artillery units per phase. When using the WBBT, Weigert spots with a -1 DRM.

14.4 Bombardment and Interdiction

14.41 Bombardment occurs when only Stukas and/or IF artillery units fire at a hex. IF artillery units and Stuka units may bombard occupied or unoccupied hexes. The purpose of bombarding hexes without using the CRT or WBBT is to inhibit the movement of enemy units and is called interdiction see (14.84).

Ω No direct fire artillery, such as AT guns, or direct fire combat units, such as infantry, may participate in bombardment. A **direct fire unit** firing at targets more than 1 hex distant (**non-adjacent**) is not considered bombardment.

14.42 Only Stuka units and IF artillery units may bombard enemy target hexes. Stukas and IF units may bombard **once** per turn:

- In any of the four Simultaneous Bombardment Phases, or
- In an Attack Phase, or
- In an Exploit Attack Phase.

14.43 Pinned and spent IF artillery units may not bombard.

14.44 Soviet Guards Mortar (Katyusha) rocket units may not be used to bombard a hex if any friendly units are adjacent to the hex they bombard unless those units are only bridges, minefields, and/or fortifications. This restriction does not apply to German Nebelwerfer units.

14.45 Bombardment combat is resolved using the CRT (West Bank hexes only) or West Bank or East Bank Bombardment Tables.

△ Note that attacking and defending DRMs apply to bombardment using the CRT (9.71 and 9.72), but not to bombardments using the WBBT (see 14.6 below).

Play Note: With respect to West Bank bombardment keep in mind what you want your bombardment to accomplish and declare the appropriate table (it may be easier to pin or eliminate enemy units using the WBBT instead of the CRT).

14.46 Unless the IF artillery unit or another friendly unit such as an OP unit can see the target hex, IF artillery may not bombard that hex. Blind fire is not permitted.

14.47 Armored units, **then sniper units**, are the last units eliminated in the target hex by a bombardment (see 14.81).

14.48 In Simultaneous Bombardment Phases 2 and 6 the German player places his Stuka units and IF explosion markers on the game map first. In Simultaneous Bombardment Phases 9 and 13 the Soviet player places his IF explosion markers on the game map first. Except for German bombardment of East Bank boxes, either player may resolve his bombardments first in these phases as bombardment of West Bank hexes is considered simultaneous.

14.49 IF artillery units in West Bank boxes that are pinned or eliminated during a Simultaneous Bombardment Phase may still spot and resolve their bombardments if they were designated to be used that phase for bombardment.

Note: Soviet IF artillery units in East Bank boxes that are pinned in Simultaneous Bombardment Phases 2 or 6 may not fire until Simultaneous Bombardment Phase 9.

14.5 East Bank Boxes

14.51 Soviet IF artillery units in East Bank boxes may bombard West Bank hexes if they have sufficient range to reach those hexes.

14.52 German IF artillery units may only bombard Soviet units in East Bank boxes if they have sufficient range to reach those hexes and a German OP unit is on Mamayev Kurgan height 102.0 (hex 1039). German IF artillery bombardment receives a -1 DRM for the OP unit on Mamayev Kurgan.

14.53 To calculate the range in hexes to or from a Soviet East Bank box, count the small number in the Volga River hex adjacent to that East Bank box.

Example: Volga River hex 0218 has a small number 8 in it. River hex 0128 therefore counts as 8 hexes to determine the range into or from the Southern Sector East Bank box.

14.54 Only Soviet IF artillery units in East Bank boxes, except mortars, may be bombarded by German Stuka and IF artillery units using the East Bank Bombardment Table.

14.6 Bombardment DRMs

The following DRMs apply only to bombardment using the WBBT. For bombardments using the CRT, see the DRMs in 9.71 and 9.72. Only Spotting Table DRMs are used with the EBBT.

Do **not** use DRMs on the TEC when using the WBBT.

+/- DRMs listed on the Spotting Table (14.3).

+? Soviet isolated units firing with “out of supply” markers.

+1 If any firing unit is a Soviet NKVD unit.

+1 Fortification in the target hex.

-1 Target units are on an enemy minefield.

These die rolls are cumulative and can cancel each other.

14.7 Ammunition Shortages

14.71 Beginning with the 20 September turn for the German player and the 1 October turn for the Soviet player, both sides roll one d10 at the start of the Administrative Phase to determine how many AF points of their IF artillery units may not be used that turn.

14.72 The die roll times a variable number from 10 to 50 equals how many AF points may not be used that turn (see the Ammunition Status Table for the German and Soviet number to be used for specific dates).

Example: A German die roll of 3 on 23 September means that 30 AF points of German IF artillery may not be used that turn.

14.73 All Soviet IF artillery units except Guards Mortar (Katyusha) rocket units are affected by this die roll. The Soviet player may choose the IF artillery units that are in East Bank boxes and/or West bank hexes that may not fire that turn.

14.74 The German player may choose the IF artillery units that may not fire that turn or use the historical restrictions noted on his scenario cards. **German 88mm AT/AA units are not affected by ammunition shortages.**

14.75 You may save IF artillery AF points on the game map by not firing them in any turn and subtracting this from the ammunition shortage roll on a future turn. Use the Ammunition Status Table and red “Ammo -1’s,” “Ammo -10s,” and “Ammo -100s” markers to keep track of shortages, and yellow “Ammo Saved,” “Ammo 10s,” and “Ammo 100s” markers to keep track of saved points.

Example: The German player saves (does not fire) 27 IF artillery AF points between 13 and 20 September. On 20 September he rolls a 5 = 50 points of ammunition shortage for that turn. He immediately applies the 27 saved IF points against this shortage, so only 23 IF artillery AF points may not fire on 20 September. This is indicated on the Ammunition Status Table by using the red “Ammo” markers provided.

14.8 Losses From Bombardment and Interdiction Effects

14.81 Losses from bombardment are taken in the following order, each accounting for one unit:

- Minefields
- Bridge units
- Any combat units – owning player’s choice

- Armored units
- Sniper units
- If all other units in that hex are eliminated, OP units and fortification units are eliminated.

Exception: Soviet IF artillery in East Bank boxes that are pinned or eliminated by bombardment are randomly selected by the Soviet player in a way that they remain unknown until chosen and remain unknown to the German player.

14.82 If any combat unit in the same hex with a leader is eliminated by the bombardment, immediately roll for possible leader casualty using the Leader Survival Table.

14.83 If any Soviet tank unit in a city or industrial/fortified hex is eliminated, roll for possible replacement with a Soviet immobilized tank unit.

14.84 Effects of Interdiction

IF markers and Stuka units placed on a hex that do **not** use the CRT or WBBT against enemy units in that hex remain on that bombarded hex until the end of the next Attack or Exploit Attack Phase and reduce movement through that hex by 1 MP for every 5 AF on that hex (fractions rounded down).

Example: German IF explosion marker of 9 AF points is placed on a hex in Simultaneous Bombardment Phase 2 as interdiction. It does not use the CRT or WBBT against that hex and would not be removed until the end of German Attack Phase 5. Any Soviet units moving through that hex in Soviet Reserves Movement Phase 4 must spend one extra MP to enter that hex.

Ω 14.85 You may interdict hexes that contain your own units. However, such bombardments must immediately use the CRT with a -2 DRM. No die roll benefits such as leaders, terrain, etc., are used for the units being bombarded.

Play Note: The purpose of interdicting your own hexes is to prevent breakthrough attacks against those hexes (see 10.2).

14.9 Observation Posts (OP)

14.91 Observation post units' primary use is to spot targets for IF artillery units. Luftwaffe OP units' primary use is to spot targets for Stuka units. In general:

- OP units have no AF, DF, or ZOC.
- An OP unit's spotting range varies by the type of terrain it is on (see 14.25). Consult the Spotting Table (14.3) to determine the DRMs of using an OP unit to spot for artillery units.
- An OP unit may spot an unlimited number of target hexes per phase, even if its hex is being attacked or bombarded.
- Δ As long as it does not move, an OP unit may spot targets in every phase of a turn.
- Δ OP units that move (including advance after combat) may not spot in the next phase.
- A German divisional OP unit may spot for 60 AF points of IF infantry fire per phase.
- Soviet 62 Army OP units and German LI Corps OP units may spot for 90 AF points of IF artillery fire per phase.

- Δ Reinforcement OP units enter the game in either East Bank boxes (Soviet) or Off-map boxes (German) and may then move as noted in 14.92.

14.92 An OP unit may always move 16 hexes, or to any unit of its command regardless of distance, at the end of any of its side's three movement phases. OP units ignore all terrain costs in the hexes they move into or through.

14.93 OP units alone may enter an enemy ZOC but must stop in that hex. OP units alone may not move through an enemy ZOC hex but may move through a "breakthru" marker hex. OP units may never move into or through an enemy ZOC hex by themselves. They may enter an enemy ZOC hex if a friendly combat unit is already in the hex, and they move through an enemy ZOC hex with an armored unit conducting breakthrough movement. Δ OP units may advance after combat.

14.94 OP units that are pinned may not move in the next phase after they are pinned, but they may still spot target units in the same phase they are pinned. OP units are already pinned at the start of a phase may **not** spot targets until the next Simultaneous Bombardment Phase. OP units that are spent may spot targets.

Example: A Soviet OP unit pinned in Simultaneous Bombardment Phase 6 may spot targets in that phase but may not spot targets in the next two phases: German Exploit Movement Phase 7 and Exploit Attack Phase 8.

14.95 If they are used to spot targets for artillery, OP units may not move in their side's next immediate movement phase. Turn an OP unit 90 or 180 degrees to indicate the OP unit was used for spotting and may not move in the next phase, and then turn it back at the end of that phase.

14.96 OP units that move may not spot for IF artillery units in the phase immediately following their movement. Δ This includes advances after combat (9.85). Turn an OP unit 90 or 180 degrees to indicate that the OP moved and may not spot in the next phase, and then turn it back at the end of that phase.

14.97 OP units are eliminated:

- When a combat unit moves into or through a hex containing only an enemy OP unit, that OP unit is eliminated and immediately removed from the map.
- After all other friendly combat units in the same hex are eliminated.
- If in a hex by themselves, they can be eliminated by firing at them using the CRT or WBBT.

14.98 If eliminated, an OP unit is placed back on the game map at the end of the next Simultaneous Bombardment Phase, either with its army's leader (Chuikov, for Soviet OP units, Paulus or von Seydlitz for German OP units) or with any artillery unit that is part of the OP unit's command. An eliminated OP unit may not spot for artillery fire in the same bombardment phase that it is brought back into the game.

Play Note: Place an eliminated OP unit on the Phase Sequence Chart to keep track of which phase it may return to the game map.

14.99 Eliminated German LW OP units may be place back on the game map with any German leader unit. An eliminated LW OP unit may not spot for Stukas in the same bombardment phase that it is brought back into the game.

15.0 GERMAN AIR SUPPORT AND SOVIET AA UNITS

15.1 German Air Support (Stukas)

15.11 German air support (Stuka) units may be used **once** per turn:

- In Simultaneous Bombardment Phase 2 or 6, or
- In the German Movement Phase or Exploit Movement Phase for breakthrough attacks, or
- In the German Attack Phase, or
- In the German Exploit Attack Phase.

Stuka units may combine their AF with IF artillery explosion markers against the same hex for attacks, bombardments, and interdiction.

15.12 Stuka units may never be used for opportunity fire or defensive fire.

15.13 German Stuka units do not require an OP unit or any other German unit to spot the target for them in order to bombard a hex. Stukas can always see the hex they are bombing.

15.14 German Stuka units may support attacks only in the German Movement Phase, Exploit Movement Phase, Attack Phase, and Exploit Attack Phase if the LW OP unit can see the target hex.

15.15 German Stuka units bombard using the CRT, East Bank Bombardment Table, or West Bank Bombardment Table.

15.16 German Stuka units may not attack Soviet units on a city or industrial/fortified hex if there are any German units adjacent to that hex other than bridges, minefields, or fortification units.

15.17 If the LW OP unit can see the target hex, subtract one (-1) from the die roll if any German Stuka unit is involved in the combat. The LW OP may not spot for IF artillery fire.

15.2 West Bank Interdiction

15.21 After they bombard a West Bank hex using the CRT or WBBT, German Stuka units are removed at the end of the phase they are used and placed in the “Stukas Unavailable” box on the game map.

15.22 If they are placed on a hex for interdiction and do not use the CRT or WBBT against that hex, Stuka units remain on that hex until the end of the next Attack or Exploit Attack Phase. For

every 5 points of Stukas on a hex, movement cost into and through the hex is increased by 1 MP.

15.3 East Bank Stuka Bombardment

15.31 German Stuka units may bombard Soviet IF artillery units in East Bank hexes using the East Bank Bombardment Table and do not require the LW OP unit to spot these targets. If the LW OP unit is on hex 1039 (Mamayev Kurgan), the Stuka units receive a -1 DRM using the EBBT.

15.32 Stuka units bombard East Bank boxes separately from German IF artillery units.

15.33 After bombarding Soviet IF artillery units in an East Bank Box, German Stuka units are immediately placed in the “Stukas Unavailable” box on the game map.

15.4 Soviet Anti-Aircraft (AA) Fire

15.41 German Stuka units can never be eliminated or pinned, but can be aborted by Soviet anti-aircraft (AA) fire.

15.42 Before any combat using German Stuka units is resolved by the German player, all Soviet units with an anti-aircraft (AA) capability (circled AF) may fire **once per phase** at the German Stuka units within range.

15.43 Each East Bank box has 10 intrinsic AA points that may be used against German Stuka units that bombard Soviet units in that box. Soviet AA units in that East Bank box may be added to these 10 intrinsic AA points.

15.44 The LOS is always considered unblocked when Soviet AA units fire at Stuka units.

15.45 Total the circled AF points of all Soviet AA units firing, roll one d10 without any modifiers, and consult the CRT. A “D” result on the CRT represents the number of German Stuka units that abort the mission and are immediately placed in the “Stukas Unavailable” box on the game map. Ignore all “P” (pinned) results. The firing AA units are **not** marked “spent”.

Example: An AA result of D2 = two German Stuka units abort and are immediately placed in the “Stukas Unavailable” box on the game map.

15.46 After all Soviet AA fire is completed, the remaining German Stuka units not forced to abort may be used to bombard or participate in a German attack.

15.5 Stuka Availability

15.51 German Stuka units available for a particular scenario are noted on each German Scenario card.

△ 15.52 After the first turn of the full campaign game only (Scenario #3), Stuka units available for each turn are determined by the German player rolling one d10 in the Administrative Phase and **deducting the die roll result number from the number**

22 to determine how many Stuka units are available for a specific turn.

Example: On turn 2 of Scenario #3 the German player rolls a 5; he would be able to use only 17 of the 21 Stuka units in turn two.

15.53 Bad Weather. Beginning with the Administrative Phase for the 21 October turn and every turn thereafter, the Soviet player rolls one d10. If he rolls a 1 or 2, the weather is bad for that entire turn and the German player may not use any Stuka units in any phase of that turn. (Use the “bad weather” marker provided and place it on that turn space of the Turn Column Track.)

16.0 SOVIET SPECIAL UNITS

16.1 Snipers

16.11 Zaitsev and three other Soviet sniper units enter the game with the 284 Rifle Division in Scenario 2S. Starting with the 26 September turn, the Soviet player receives one additional sniper unit in his Movement Phase 10 each turn. Five additional sniper units are available. The Soviet player may never have more than these nine sniper units.

16.12 A sniper unit's MP is 8 and its range is 1. Sniper units have zero AF points. Sniper units do have a ZOC and German units must stop when they enter a sniper unit's ZOC, even if the only Soviet unit in that hex is a sniper unit. A maximum of one sniper unit may be in a hex. Sniper units do not count for or against unit integrity.

Δ 16.13 A sniper unit may be used in combat only with other Soviet combat units. The Zaitsev sniper unit provides a -2 die roll modifier to other Soviet combat units he is stacked with when those units opportunity fire and defensive fire. All other Soviet sniper units provide a -1 DRM. Sniper units may never be used in Soviet attacks.

16.14 If a sniper unit is used for Soviet opportunity fire or defensive fire that eliminates German combat units stacked with a German leader unit, the German leader unit's die roll for survival is modified by the sniper unit's -1 or -2 value.

Ω 16.15 If a German combat unit advances after combat into or through a hex with only a Soviet sniper unit, move the sniper unit to the nearest friendly unit. In other words, if the only surviving Soviet combat unit in an attacked hex is a sniper unit and the German attacking units advance after combat into that hex, move the sniper to another hex.

16.16 Sniper units are always the last combat unit eliminated when losses are called for against their hex.

16.17 Sniper units may not be replaced if they are eliminated.

16.2 Mine Dogs

16.11 There are two Soviet mine dog units that are part of the 10 NKVD Division. Soviet mine dogs may be used only in the

German Movement, Exploit Movement, Attack or Exploit Attack Phases. These units have no ZOC and cannot stop German units.

16.12 Before a German attack is resolved, each mine dog unit may attack one adjacent German armored unit even if that armored unit is not attacking. If more than one German armored unit is in a stack, the Soviet player may choose the target unit. Only German armored units in hexes adjacent to the mine dog unit are vulnerable to Soviet mine dogs.

16.13 Roll one d10 to determine the result of a mine dog attack (no die roll modifiers of any kind are used in mine dog combat):

16.14 Die roll = 1 or 2. The chosen German armored unit is eliminated along with the mine dog unit.

Die roll = 3 to 10. The attack fails and the mine dog unit is eliminated.

16.15 If German combat units move into or through a hex with only a Soviet mine dog unit, move the mine dog immediately to the nearest friendly unit.

16.16 Mine dog units may not be replaced if they are eliminated.

16.3 Immobilized Tanks

Soviet immobilized tank units are considered armored units. Only Soviet tanks, not armored cars or armored trains or armored leaders, may be converted into immobilized tanks

16.31 Whenever a Soviet tank unit is eliminated on a city or industrial/fortified hex only, the Soviet player rolls one d10 to determine if the knocked-out tanks are converted into a stronghold.

16.32 Roll one d10 for each eliminated tank unit. On a die roll of 1 to 4, one immobilized tank unit is immediately placed in the same hex where the tank unit was eliminated.

16.33 Beginning with the 11 October turn and every turn thereafter, the Soviet player must roll a d10 for every tank unit he has at the start of Soviet Movement Phase 10. A die roll of 1 to 4 results in the Soviet tank unit being immediately replaced by an immobilized tank unit before any movement for that phase due to repeated mechanical failures, lack of fuel, etc.

16.34 Soviet immobilized tank units may not be placed in a German ZOC hex. (There are no ZOCs into city or industrial/fortified hexes.)

Δ Exception: At the start of a scenario, any Soviet immobilized tank units listed as available may be placed on any hex noted for Soviet starting units, even if that hex is a German ZOC. Such starting immobilized tank units may be placed in any hex, not just city or industrial hexes.

16.35 Once placed on the game map Soviet immobilized tank units may never move.

16.36 Soviet immobilized tank units may not attack, but may opportunity fire. They do receive the armored unit die roll +1 benefit when they defend their hex.

Ω 16.37 Immobilized tank units are always immediately eliminated by a “P” result against their hex (see 9.882). This loss occurs before any Soviet units must be eliminated if a D1 result is also obtained against that hex. (If there is an immobilized tank unit in a hex, a “D1P” result would mean that two Soviet defending combat units are eliminated, the immobilized tank unit and one other combat unit.)

16.4 Transport Units

16.41 Soviet transport units have no AF, DF, range or ZOC. The Soviet player may use his transport units to carry leader, OP, sniper, mine dog, infantry, engineer, and foot mortar units with their MP of 24. Soviet direct fire artillery units and IF artillery units already have horse-drawn or motorized vehicles to tow them (MP of 12 or 15) and may not be carried by transport units.

16.42 Soviet transport units may be used in the Soviet Movement Phase, Exploit Movement Phase, and Reserves Movement Phase, and in a retreat before combat.

16.43 Pinned Soviet transport units may not move or carry units. Spent transport units may move or carry units.

16.44 A maximum of three Soviet transport units may be in a hex. One Soviet transport unit may carry only one infantry, engineer, or mortar unit per movement phase. One leader, one OP, one mine dog, or one sniper unit may also be carried by the same transport unit in this same movement phase.

16.45 To carry a unit, the Soviet transport unit moves into the hex with the unit to be transported and then both units move together up to the total MP remaining for the transport unit for that phase. It costs no extra MP to pick up or unload the unit being carried.

16.46 A Soviet transport unit may move directly into an enemy ZOC, unload the unit, and then move away (*Note: this is an exception to normal ZOC rules.*). The units unloaded may immediately participate in combat.

16.47 Soviet transport units may not conduct breakthrough movement but may move through a “Breakthru” marker. Soviet transport units may never participate in combat.

16.48 Soviet transport units are eliminated if any German combat units move into their hex and no Soviet combat units are in that hex with them. Soviet transport units can also be eliminated by bombardment, opportunity fire, and attacks. If they are carrying any units when eliminated by German opportunity fire, their passengers are also eliminated.

16.49 If all of the Soviet combat units in the same hex with the transport units are eliminated, then all of the transport units are also eliminated. Transport units are not considered combat units for purposes of selecting losses.

Δ *Note: When they are carried by transport units, Soviet units become more vulnerable to German opportunity fire as vehicle targets (use the ATTC and see 9.95).*

Play Note: To indicate that the transport unit is carrying a unit, place the transport unit on top of that unit.

16.5 River Flotilla

16.51 Soviet Volga River Flotilla (RF) units represent armored tugs, armored gunboats, and minesweepers. These units are armored units and are indicated by a Soviet naval flag on their back sides and their MP is noted “RF” in blue.

16.52 Soviet RF units may be used **once** per turn:

- In the Soviet Movement Phase, or
- In the Soviet Attack Phase, or
- In the Soviet Exploit Movement Phase, or
- In the Soviet Exploit Attack Phase, or
- Δ In the German Attack or Exploit Attack Phase.

16.53 Soviet RF units may be placed in any solid Volga River hex. They may be placed in a hex by themselves, or they may be stacked with Soviet units crossing the Volga River. A maximum of two RF units may be placed in the same Volga River hex, and only in the solid blue Volga River hexes, not in river bank hexes.

16.54 When RF units are stacked with other Soviet units crossing the Volga River, the Soviet player may eliminate these RF units if any losses are called for due to German opportunity fire.

Example: A stack of three Guards infantry units and two RF are fired at by German opportunity fire. A die roll result of D3 = one Guards unit is eliminated, but two of the Soviet RF units may be eliminated instead of Guard infantry units.

16.55 Soviet RF units may fire only at German units on Volga River cliff hexes (e.g., hex 0172, but not hex 0272). Soviet RF units may fire only in the Soviet Attack and Exploit Attack Phases using the CRT or West Bank Bombardment Table. RF units may combine their fire with other Soviet direct fire and IF artillery units **for both attacks and defensive fire**.

16.56 As soon as the phase is over in which the RF units are used, those Soviet River Flotilla units are placed in any East Bank box until the Soviet player uses them again in the next turn.

16.57 If an RF unit is eliminated, roll a d10 (fractions rounded up) and divide by two and return the RF unit that many turns later to any East Bank box at the start of the Soviet Movement Phase 10. A “P” = immediately place the pinned RF unit(s) in any East Bank box until the next turn.

16.6 Armored Train Units (ATU)

16.61 The two Soviet armored train units (MP = RR) must be placed in a railroad hex and may move an unlimited number of hexes, until 7 October, per Soviet Movement Phase 10 as long as

they move only across hex sides with railroad symbols. On October 7 and after, ATU may move only six (6) hexes per Soviet Movement Phase 10.

16.62 ATU may enter but never move through a German ZOC hex.

16.63 Soviet ATU may attack, opportunity fire, and defensive fire, and they receive the armored target unit die roll benefit.

Ω The armored train unit counter should have a range of 1 not 0. It may fire at adjacent hexes.

16.64 If eliminated, ATU may not be replaced.

16.65 ATU are ignored when determining unit integrity for attacks.

16.7 Tank Repair Unit

16.71 The Soviet tank repair unit must be placed on any one hex of the eight industrial hexes of the Dzherzhinsky Tractor Factory. Once placed, it may never move. Once eliminated, it may never be brought back into the game.

16.72 Beginning with the 16 September turn and every even numbered turn, at the start of every Soviet Movement Phase 10 only, the Soviet player may choose one eliminated Soviet tank unit and place it on the Soviet tank repair unit. This Soviet replacement tank unit may move in the same phase it is placed back on the game map.

16.73 The Soviet tank repair unit is eliminated when:

- Any German combat unit moves into the hex with the tank repair unit, or
- Δ A “P” result is obtained against its hex, whether by attack or bombardment, including Stuka bombardment.

16.8 NKVD Units

16.81 The workers’ militia companies were raised in times of emergency and led by commissars as part of the 10 NKVD Division. While many of these men fought bravely, they lacked the training, weapons and experience of regular Red Army units and a number deserted under pressure.

16.82 For bombardment, defensive fire, opportunity fire, and attacks, add one (+1) to the die roll if any NKVD unit is firing or attacking.

16.83 Militia Reliability

When a Soviet NKVD unit is fired upon, or a German combat unit moves adjacent to it, roll one d10 for every NKVD unit of that NKVD regiment:

- Remove the NKVD unit on a die roll of 8-10.
- NKVD leaders and NKVD units in hexes with leaders are not affected and are never removed when reliability die rolls occur. This die roll per NKVD regiment is required only **once** per game.

16.84 Except for the 273 NKVD Regiment that enters October 4 (Scenario #4), when you play scenarios #4 - #8, assume that all starting NKVD Regiments have already rolled to check their reliability.

Δ *Note: In Scenarios 1-3, the NKVD Regiments must roll for reliability as soon as a German unit fires at or becomes adjacent to them – this includes setting up the scenario, in which case a reliability check may be required before the first phase of the first turn of Scenarios 1-3. If all Soviet NKVD units are eliminated from a hex in this way, the German player may move his units into and through such hexes in his movement phase.*

16.85 In the Administrative Phase of every turn, roll one d10 for every isolated NKVD unit with an “Out of Supply” marker:

- Remove the isolated NKVD unit on a die roll of 5-10.
- Isolated NKVD leaders and NKVD units in hexes with leaders are not removed until required by isolation rules (see section 19.0).

Ω 16.86 NKVD units must always retreat when a “P” result is obtained against their hex, regardless of the type of hex, unless a Soviet leader unit is in the same hex with them. If a Soviet leader is in the hex with them, the NKVD units may remain in that hex by eliminating one of the NKVD units. This does not apply to clear hexes; units in clear hexes must always retreat due to a “P” result (see 9.88).

17.0 ENGINEERING

There may be situations when your opponent wants to build a bridge, minefield, or fortification unit and that hex is within the LOS and range of your hidden units. You must reveal at least one such unit, as it prevents the engineering task from being accomplished. Δ Also, if at any time a hex in which engineering work is being done becomes an enemy ZOC, all engineering work in that hex is stopped completely. There is no limit to the number of bridges, minefields, and fortification units you may have in the game.

17.1 Bridges

17.11 Both players may create new bridges on balka hexes by using the bridge units provided. Units of both sides may use any bridge unit placed on the game map during the game. A hex may contain only one bridge unit.

17.12 Bridge units placed on the game map enable any unit to cross a balka hex over the bridge unit at a cost of 1 MP, not at the road movement rate. A bridge in a pinned hex may not be used to cross a balka.

17.13 Bridge units can be eliminated by bombardment using the CRT. Bridge units are the first unit eliminated (after minefields) by bombardment, if the CRT calls for any losses.

Ω 17.14 One vehicle unit with MP of 24 or higher is also eliminated if it is on a hex with a bridge unit when the bridge is eliminated by bombardment. Dismounted units are not considered vehicle units.

Example: In a hex with a bridge unit a bombardment result of D1 will eliminate the bridge unit first (along with one 12+ MP unit). If a minefield unit and a bridge unit are in the hex any bombardment CRT result of D2 or better will eliminate the minefield unit first and then the bridge unit.

17.15 Both combat engineer and construction engineer units may build bridges. To build a bridge unit, an engineer unit must start a movement phase in the balka hex where the bridge will be placed and meet the following restrictions:

- Pinned and spent engineers may not build bridges.
- Bridge units may not be built in an enemy ZOC hex or within the range of a direct fire enemy combat unit that has an unblocked LOS to that hex.
- An engineer unit that starts building a bridge may not switch to building a minefield or fortification.
- An engineer unit may not build a bridge in the same phase it attacks or is attacked or bombarded.
- Any hex adjacent to the balka hex where the bridge will be located must be accessible to a towed or motorized unit (MP = 12 or higher). Vehicles transported the materials and equipment to build bridges.

Example: A German engineer unit could not build a bridge unit on balka hex 1825 if the only route to a German unit with MP of 12 or higher is across the balka in hexes 1824 and 1925.

Note: Bridge units may also be removed in the same way they are built.

17.16 The number of turns needed to build a bridge depends on side:

- A German engineer unit needs one complete turn (15 phases) without moving or engaging in combat to build a bridge unit.
- A Soviet engineer unit needs two complete turns (30 phases) to build a bridge unit, or two Soviet engineer units can build a bridge in one complete turn (15 phases).

Example: A German bridge unit would be placed on a balka hex in the 14 September German Reserves Movement Phase 11 if a German engineer unit started building that bridge in the 13 September German Reserves Movement Phase 11.

For every phase the engineer unit is pinned, spent, or engaged in combat, the building requirement is extended by another movement phase.

Continuing the preceding example: If the German engineer was pinned in the 13 September Simultaneous Bombardment Phase 13, the bridge unit would not be placed in the balka hex until the 15 September German Movement Phase 3.

17.17 Any unit may use the bridge to cross the balka in the same movement phase that the bridge is placed on the game map.

17.18 The engineer unit(s) that builds a bridge may move in the next movement phase after the bridge unit is placed on the balka hex.

Continuing the preceding example: The German engineer unit could move again in the 15 September German Exploit

Movement Phase 7.

17.19 At the beginning of a scenario:

- All bridges noted as available at the start of a scenario may be placed in any balka hex as long as that hex is not an enemy ZOC hex or within the range of a direct fire enemy combat unit that has an unblocked LOS to that hex.
- Bridges placed on the game map at the start of a scenario may be used immediately for movement in the first turn of that scenario.
- Engineer units placed in a balka hex at the beginning of a scenario may immediately start building a bridge unit on the first turn of the scenario.

17.2 Minefields

17.21 Minefield Basics:

- Minefield units have no AF, DF, range, or MP.
- Minefields have no ZOC.
- One combat unit may be stacked with a friendly minefield unit.
- One leader unit, or OP unit, or mine dog, or sniper unit, or bridge unit may stack with the above combat unit.
- A hex may contain only one minefield unit but may include a bridge unit and/or fortification unit.
- Minefields on clear hexes are not hidden and remain visible to the enemy player (Tartar Wall, railroad, road, hill top, slope, and cemetery hexes with no other terrain features are considered clear hexes).
- Minefields in hexes with no friendly combat units must be revealed to the opposing player as soon as one of his combat units moves adjacent to that hex.

17.22

Minefields and Movement

- Minefield units (enemy or friendly) stop units that move into their hex. When a unit moves into a hex that contains only a minefield it must stop and may move no further that phase.

Exception: Soviet infiltration movement through city and industrial/fortified hexes (13.2).

- A unit that begins its movement phase on a minefield may move out of that hex without additional MP cost or movement penalty. The minefield unit remains in the hex and continues to restrict movement as outlined above.
- If a friendly combat unit is already in that hex at the start of a phase, units may move through a hex containing a friendly minefield unit at a cost of +2 MP in addition to the terrain cost of that hex.
- Minefields can never be pinned or spent.

17.23 Minefields provide combat DRMs:

- If the target unit is in a hex with an enemy minefield unit, subtract one (-1) from the firing unit's bombardment, opportunity fire, and defensive fire.
- If any attacking infantry, engineer, or armored units are in a hex with an enemy minefield unit, add +1 to the attacker's die roll.

17.24 Both combat and construction engineer units may build minefields. To build a minefield unit, an engineer unit must start a movement phase adjacent to the hex where the minefield will be placed and meet the following restrictions:

- Pinned and spent engineers may not build minefields.
- Minefield units may not be built in an enemy ZOC hex or within the range of a direct fire enemy combat unit that has an unblocked LOS to that hex.
- An engineer unit that starts building a minefield may not switch to building a bridge or fortification.
- Minefields may be built on any hex, including a hex adjacent to enemy combat units, as long as that hex is not an enemy ZOC.
- An engineer unit may not start building a minefield unit in the same phase it moves.
- An engineer unit may not build a minefield unit in the same phase it attacks or is attacked or bombarded.

Note: An engineer unit may also remove minefields in the same way they are built. You may not remove a minefield unit if that minefield is in an enemy ZOC hex.

17.25 It takes a German or Soviet engineer unit one complete turn (15 phases) to build a minefield unit.

17.26 For every phase the engineer unit is pinned, spent, or engaged in combat, the building requirement is extended another phase.

17.27 The engineer unit that built a minefield may move in the next movement phase after the minefield unit is placed in the hex.

17.28 At the beginning of a scenario:

- All minefields noted as available at the start of a scenario may be placed in any hex within the area noted for their side as long as the hex is not an enemy ZOC hex.
- Placing units on the game map at the start of a scenario does not count as movement. Engineer units placed in a hex at the beginning of a scenario may immediately start building or removing a minefield unit in an adjacent hex on the first turn of the scenario.

17.3 Fortifications

17.31 A fortification unit gives all defending units in that hex a plus one (+1) die roll modifier against any bombardments and attacks against that hex. Armored units, including armored trains and immobilized tank units, do not receive this die roll benefit if they are the only type of units in a hex with a fortification unit. Placing a fortification unit on a hex does **not** turn that hex into an industrial/fortified hex.

17.32 A fortification unit is removed from a hex if all defending combat units in that hex are eliminated, or if any enemy units enter a hex with only a fortification unit. Enemy units may never use friendly fortification units.

17.33 A hex may contain only one fortification unit.

17.34 Both combat and construction engineer units may build fortifications. To build a fortification unit, an engineer unit must start a movement phase in the hex where the fortification will be placed and meet the following restrictions:

- Pinned and spent engineers may not build fortifications.
- Fortification units may not be built in an enemy ZOC hex or within the range of a direct fire enemy combat unit that has an unblocked LOS to that hex.
- An engineer unit that starts building a fortification may not switch to building a bridge or minefield.
- Fortification units may be built on any hex, including a hex adjacent to enemy combat units, as long as that hex is not an enemy ZOC or within the range of a direct fire enemy combat unit that has an unblocked LOS to that hex.
- An engineer unit may not build a fortification unit in the same phase it moves.
- An engineer unit may not build a fortification unit in the same phase it attacks or is attacked or bombarded.

Note: An engineer unit may also remove fortifications in the same way they are built.

17.35 It takes a German or Soviet engineer unit two complete turns (30 phases) to build a fortification unit. Two engineer units can build a fortification unit in one complete turn (15 phases). Adding additional engineers has no further benefit.

17.36 For every phase the engineer unit is pinned, spent, or engaged in combat, the building requirement is extended another movement phase.

17.37 The engineer unit that built a fortification unit may move in the next movement phase after the fortification unit is placed in the hex.

17.38 At the beginning of a scenario:

- All fortification units noted as available at the start of a scenario may be placed in any hex within the area noted for their side as long as that hex is not an enemy ZOC hex or within the range of a direct fire enemy combat unit that has an unblocked LOS to that hex.
- Placing units on the game map at the start of a scenario does not count as movement. Engineer units placed in a hex at the beginning of a scenario may immediately start building a fortification unit in that hex on the first turn of the scenario.

18.0 LEADER UNITS

18.1 Leaders in General

Leader units represent the actual commander, as well as his staff, couriers, and other personnel assigned to him. Leaders must be placed in hexes with units of their command, but they provide benefits to every unit in their hex. If all of the units of their command in that hex are eliminated, leader units must be moved to the nearest unit of their command at the end of that phase.

18.11 Both players may have only one leader unit per hex maximum. Leader units have no AF, DF, range or ZOC, but they impart movement and die roll modifier combat benefits as noted below.

18.12 Leader units provide die roll modifier benefits for spotting, opportunity fire, defensive fire, and attacks using the CRT and WBBT. A leader unit provides these combat benefits to units that belong to that leader's battalion, regiment, brigade, division, or corps, as well as to any other units in the same hex with those units even if they are attacking or firing at different enemy hexes. A leader unit must be stacked with, or in some cases adjacent to, units to provide any DRM benefit.

18.13 Leader units may use their leader benefits in the same phase that they move, both before and after they move. Their leader benefits may be used in more than one attack per turn, and in an unlimited number of opportunity and defensive fires per turn.

18.14 Leader units can never be pinned or spent and always provide all leader benefits even to units in a hex with a "Pinned" or "Spent" marker.

18.15 A leader unit may always move:

- 16 hexes, or
- To any unit of its command regardless of distance, at the end of any of its side's three movement phases.

Example: The YELIN leader unit of the 42 Guards Rifle Regiment of the 13 Guards Rifle Division may move to any unit of the 42 Regiment, regardless of distance, at the end of Soviet Reserves Movement Phase 4, Soviet Movement Phase 10, and Soviet Exploit Movement Phase 14, provided it does not use any of its 16 MP in the same phase.

18.16 Leader units ignore all terrain costs in the hexes they move into or across. Leader units may enter enemy ZOC hexes only if they are isolated or move with or to a friendly combat unit in that hex. Leader units may only move through enemy ZOC hexes if they are isolated or move with a friendly armored unit as breakthrough movement.

18.17 Leader units may not be attacked or fired at directly even if no other units are in that hex.

Ω 18.18 Pavlov 18.18 **Pavlov.** When the Soviet Pavlov leader unit occupies Pavlov's House (hex 0531), he confers a -2 DRM on attacks and a +2 DRM on defense. If Pavlov occupies any hex other than Pavlov's House, his DRM is the normal -1/+1 as for other leaders.

18.2 Soviet Restrictions

18.21 Pavlov, Herman, and Soviet commissar leader units provide benefits only to units in the same hex with them. **Δ All other Soviet leader units' movement and die roll benefits are provided to all units in their hex, and, for reserves movement, retreats before combat, and German attacking units' die rolls, any Soviet units in an adjacent hex.**

18.22 Soviet leader units enable Soviet units to:

- Move in the Soviet Reserves Movement Phase, and
- Retreat before combat, and
- Make instant counter-attacks.

18.3 Leader Casualties

18.31 If a leader unit is on a hex without any friendly combat units and an enemy combat unit enters or bombards its hex, move the leader to the nearest friendly unit of its battalion, regiment, brigade, division, or corps. Leader units have no ZOC and cannot stop enemy combat units from moving through their hex. Leader units may not be attacked or fired at directly even if no other units are in that hex.

18.32 An isolated leader unit may attempt to move through an enemy ZOC hex by itself. For each ZOC hex entered, immediately roll one d10, subtract **any adjacent enemy sniper unit's value, subtract the maximum -4 DRM**, and consult, and consult the Leader Survival Table for possible leader casualty. If the leader is wounded, he may still continue moving and attempt to reach friendly lines. If wounded a second time, he is eliminated (captured or killed). Wounded leaders that reach friendly lines are placed on the Turn Column Track to return on the turn indicated by the Survival Table die roll.

18.33 Leader units can be eliminated or temporarily removed from play when any combat unit in their hex is eliminated by combat results. After any combat unit in the leader's hex is eliminated, immediately use the Leader Survival Table to determine if a leader is eliminated, or wounded and temporarily removed from play. Roll one d10 and subtract the total number of units eliminated in the leader's hex from the die roll. A German die roll is also modified if a Soviet sniper unit was used for opportunity fire or defensive fire against the leader's hex. Otherwise, no other die roll modifiers are used to determine leader losses.

18.34 If all combat units in a leader's hex are eliminated, but the leader survives the survival die roll, you may immediately move that leader to any unit belonging to his command.

18.4 Leader Replacements

18.41 When temporarily removed from play, place the leader unit on the space on the Turn Column Track representing the turn he may return.

18.42 Leader units temporarily removed may return in their side's movement phase, like reinforcements and replacements, from any off-map box if German, or any East Bank box if Soviet.

18.43 Except for the Chuikov (Soviet 62 HQ) unit and the Paulus (German 6th Army) and von Seydlitz (LI Corps HQ) units, leader units may not be replaced if eliminated.

18.44 If Chuikov is eliminated, the Soviet player receives a 62 Army HQ unit as a replacement in any East Bank box during the next Soviet Movement Phase 10.

18.45 If Chuikov is wounded and scheduled to return on a later turn, the Soviet player does not receive a replacement HQ unit and Chuikov returns to any East Bank box on the turn rolled using the Leader Survival Table.

18.46 If the Paulus or von Seydlitz unit is eliminated, the German player receives the appropriate 6th Army HQ or LI Corps HQ unit as a replacement unit in any German off-map box during the next German Movement Phase 3.

18.47 If Paulus or von Seydlitz is wounded and scheduled to return, the German player does not receive a replacement HQ unit, and these leaders return in any German off-map box on the turn rolled using the Leader Survival Table.

18.5 Movement and Attack Restrictions

18.51 If Chuikov (or the 62 Army HQ unit) is not on the West Bank, all Soviet units on the West Bank have their MP halved for all Soviet movement phases, including the phase Chuikov or the HQ returns to the West Bank.

18.52 No Soviet attacks may be made until the turn after Chuikov or the HQ arrives. Soviet units may still make instant counter-attacks (ICA) even if Chuikov or the 62 Army HQ are not on the game map.

18.53 **Δ After they enter the game**, if either Paulus or Von Seydlitz or the appropriate replacement unit is not on the game map, all German units have their MP halved for all German movement phases, including the phase the leader or his replacement HQ returns to an off-map box.

18.54 No German attacks may be made until the turn after the leader or his replacement HQ arrives. German units may still make instant counter-attacks (ICA) even if both German leaders and their replacement HQ units are not on the game map.

19.0 ISOLATION

SoS covers the time period before the Soviet counter-offensive that surrounded the German 6th Army. During the game, German units cannot be isolated due to the Luftwaffe's air superiority that could provide a limited number of units with sufficient supplies to hold out for many days.

19.1 All Soviet units are subject to elimination if they become isolated for a number of consecutive Administrative Phases.

From the 13 September to 26 September turns:

- Soviet Guards, Marines, and any Soviet units stacked with a commissar or other Soviet leader unit are eliminated if they become isolated for four consecutive Administrative Phases.
- All other Soviet units are eliminated if they become isolated for two consecutive Administrative Phases.

On the 26 September turn and all turns thereafter, all Soviet units are eliminated if they become isolated for four consecutive Administrative Phases.

Examples:

1. A Soviet unit isolated in the 15 September German Exploit Attack Phase 8 would be eliminated and removed from the game map at the start of the 17 September Administrative Phase if it remained isolated through the rest of the 15 and 16 September turns.

2. A Soviet unit isolated in any phase of the 26 September turn would not be removed from the game map until the Administrative Phase of the 30 September turn.

19.2 A Soviet unit is considered isolated only if all possible paths of hexes from that unit to a Volga River hex are blocked by German units or German ZOCs, including German minefields. If a Soviet unit can trace a route of any length unblocked by German units/ZOCs/minefields to any Volga River hex, that Soviet unit is not considered isolated. The presence of a friendly unit in an enemy ZOC hex negates the ZOC for determining isolation.

19.3 Isolation must be for consecutive turns to be effective.

Example: If the units noted above in 19.1 as isolated on 26 September are not isolated on 28 September, but then become isolated again on 29 September, they would not be eliminated until the Administrative Phase of 3 October.

19.4 At the start of any Administrative Phase Soviet units are/ remain isolated, place/replace an "Out of Supply" marker with one indicating the number of consecutive turns of isolation. These "Out of Supply" markers are removed **immediately** as soon as a supply line is reestablished or when the Soviet units are eliminated and removed due to isolation or combat.

Example: The Soviet unit noted in 19.1 (1) above would get an "Out of Supply" marker with a "1" on it at the start of the Administrative Phase for 16 September.

19.5 Effects of isolation are:

- Isolated Soviet units move at half the MP allowed for any phase; an isolated Soviet unit would use only 1/4 of its MP during the Soviet Exploit Movement Phase (1/2 MP for exploit movement halved again for isolation).
- All isolated Soviet units suffer a die roll modifier penalty to their attacks, opportunity fire, bombardment, and defensive fire equal to the number on the "Out of Supply" marker (a Soviet unit with an "Out of Supply 2" marker fires defensively with a +2 die roll modifier).

Ω 19.6 German units can **never be eliminated in this manner during the game.** However, if German units are completely surrounded by Soviet units and/or Soviet ZOCs so that they cannot trace a supply line to an off-map box, all such German units receive an "Out of Supply" marker with a "1" on it and remain that way until they are no longer isolated.

Note: Consolidating German units. To replace a German unit an unblocked line of hexes to any German off-map box must exist.

20.0 CONSOLIDATING FORMATIONS

20.1 At the start of the Administrative Phase both players may exchange units on the game map for those eliminated on previous turns. The purpose of such consolidation is to take advantage of unit integrity rules (9.73).

20.2 Units exchanged must be placed on the game map in the exact hex of the unit for which they are being exchanged (even if in an enemy ZOC). Any and all markers applying to the replaced unit apply to the new unit.

20.3 An exchange may not be made if the unit involved is isolated.

20.4 Only units of exactly the same type and exactly same AF or DF point totals may be exchanged. The exchanged units may belong to different battalions, regiments, brigades, or divisions. Soviet Guards or Marine infantry units may **not** be taken in exchange for other types of Soviet infantry units. [Δ NKVD units may be exchanged only for other NKVD units.](#)

20.5 New units may move and engage in combat exactly as the replaced units could have. There are no additional penalties for exchanging units.

20.6 Leader units may also be exchanged for eliminated leaders. The original leader eliminated is, of course, still dead or seriously wounded. However, the leader being exchanged has taken over that command and the only way to show this in the game is to use the eliminated leader's unit with his command flag and color, etc.

20.7 If through consolidation you remove all units that belong to a particular leader's formation, you must remove that leader unit, but you may bring him back into the game if any of those units are later rebuilt using replacement points.

21.0 REINFORCEMENTS, REPLACEMENTS, AND WITHDRAWALS

21.1 Each scenario lists specific reinforcements and replacements that come into play during that scenario. Reinforcements are new formations being fed into Stalingrad (although many are not at full strength and are technically not "fresh" troops). Soviet replacements are primarily men able to return from hospitals or survivors of shattered commands. German panzer ("Pz") replacements are armored vehicles repaired and returned to front-line service. Other German replacements are primarily new junior officers and NCOs, plus some fresh troops used to rebuild decimated companies to make them capable of offensive action again.

21.2 Arriving reinforcements and replacements may be placed in East Bank boxes or German off-map boxes only at the start of that player's Movement Phase. Players may hold any reinforcements or replacements until the Movement Phase of a later turn; reinforcements and replacements are not required to be taken.

- German units may move into and out of an off-map box on any road leading to that off-map box at the road movement cost, or on any hex between the roads leading to that off-map box at the MP cost of the terrain in that hex.
- Soviet reinforcements and replacements start inside the specific East Bank box listed for those units. Soviet reinforcements and replacements may move from any East Bank box to West Bankhexes by crossing the Volga River along any of the river-

landing arrows or by moving through river hexes between these arrows.

Note: See victory conditions regarding German reinforcements (3.5)

21.3 Reinforcements and replacements may move only after all breakthrough movement and breakthrough attacks have been attempted for that Movement Phase.

21.4 Replacements

21.41 Specific types and strengths of units are listed for each scenario as replacements (i.e., "9 Pz AF" or "12 AF"). Units previously eliminated may be brought back into the game equal to this value in AF points. Unused AF may be saved and used on a later turn. Use the Replacement markers and the Replacements Saved Table to keep track of saved replacement points.

21.42 Replacements noted as "Pz" indicate that German armored units, including panzers, StuGs, self-propelled AT guns, armored cars, or armored infantry or armored combat engineer units may be taken as replacements. Replacements noted simply as "AF" mean that the listed number of AF points may be taken from eliminated infantry ([including engineers](#)) or artillery units.

21.43 Leaders, snipers, immobilized tanks, armored trains, mine dogs, transport units, and the Soviet tank repair unit may not be taken as replacements if eliminated. They are permanently lost for the duration of the game (Exception: leaders may be exchanged 20.6).

21.44 Soviet Marine units may be replaced, but **not** Guards units.

21.45 OP units are automatically replaced in the next Simultaneous Bombardment Phase after they are eliminated. If eliminated, minefields, bridges, and fortifications may be brought back into the game only by engineers. Soviet River Flotilla units are automatically brought back a number of turns after they are eliminated, determined by a d10 die roll (fractions rounded up) divided by two ([see 16.57](#)).

21.46 You may never have more units for a formation than are provided in the game.

21.5 German Withdrawals

21.51 The German player must withdraw units from the game in the Administrative Phase on the dates noted by a "W" on the Turn Column Track, and as per scenario card 3G. Units that are withdrawn may never come back into the game.

21.52 The number of units that must be withdrawn for each formation is the minimum number that must be removed.

21.53 If there are not enough units to reach the minimum number that must be withdrawn, units of the same or similar type and equal or greater AF values may be removed in their

place, or German replacement points may be spent for these units.

Example: If only two of the three units of 670 PAK Battalion are withdrawn on 27 September, possible substitute withdrawals are:

- The armored self-propelled AT gun company of Gruppe Salzer (24th Panzer Division), or
- An 88mm AA/AT company of any Flak Battalion may be removed, or
- Six (6) “Pz” replacement points may be spent to replace the missing 670 PAK Battalion unit.

21.54 **Reminder:**

The German player will lose 1 victory point by leaving the 29th Infantry Division (Motorized) in the game beyond 29 September (5 October for the division’s artillery regiment). The 29th Motorized Division must withdraw by 10 October if it is kept in the game beyond the original withdrawal dates. To avoid the victory point penalty, ALL of the units of that division must be withdrawn on the turn required (pick the units up off the map). Only units identified on their backs as belonging to the division are counted.

Questions? Visit the SoS forum on www.consimworld.com, or check out our web site – www.L2DesignGroup.com

APPENDICES:APPENDICES:

A. Blocking Hexes – These Hexes BLOCK Vehicle Movement

Where a balka, Tartar Wall (T), railroad cut (RR), and embankment (E) goes through two sides of a hex and there is no road, railroad, or bridge in that hex that crosses that terrain feature, vehicle movement is blocked and not allowed to cross (move perpendicular to) that terrain feature.

In some hexes where one of these terrain features ends in the hex or a road runs into or alongside it, vehicle movement is still blocked – they may not cross the blocking terrain feature – **in these hexes.**

- 0273
- 0372
- 0453, 0455, 0468, 0476
- 0504, 0519, 0544, 0547, 0563, 0568, 0572
- 0605, 0667
- 0711, 0745, 0758, 0777, 0779
- 0801, 0825
- 0920, 0932, 0934, 0938, 0939, 0970, 0971
- 1014, 1037, 1038, 1040
- 1122, 1130, 1138, 1140, 1143, 1148, 1166
- 1212, 1228, 1229, 1248
- 1316, 1322, 1343, 1352
- 1416, 1419, 1437, 1441, 1443, 1444
- 1523, 1524, 1529, 1537, 1541, 1554, 1557, 1543(RR), 1544(RR)
- 1618, 1619, 1623, 1625, 1626, 1627
- 1718, 1720, 1745(RR), 1749
- 1817, 1822, 1842, 1857(E), 1858(E)
- 1922, 1929, 1959(E), 1955
- 2033, 2043, 2059(E)

- 2118, 2123, 2160(E)
- 2226, 2230, 2235(T), 2242, 2246
- 2336(T)
- 2431, 2472
- 2515, 2527, 2531, 2555, 2564, 2565, 2573
- 2652, 2667
- 2720, 2729
- 2822, 2845, 2934
- 3040(T), 3033, 3133
- 3259
- 3339, 3341(RR), 3342(RR), 3343(RR), 3355
- 3437, 3440(RR), 3469
- 3533, 3543(T), 3546, 3558
- 3664, 3669
- 3760, 3774, 4066

B. Vehicle Units May CROSS Blocking Terrain in These Hexes..

These hexes show roads, railroads, and/or breaks in the blocking terrain feature that allow vehicle units to cross the balka, Tartar Wall (T), railroad (RR), and/or embankment (E).

- 0174, 0175
- 0204, 0268, 0271
- 0304, 0309, 0364, 0367, 0373
- 0404, 0407, 0413, 0424, 0433, 0457, 0458, 0461, 0467
- 0507, 0509, 0512, 0513, 0515, 0516, 0518, 0525, 0535, 0537, 0567
- 0607, 0609, 0611, 0624, 0633, 0634, 0636, 0644, 0645, 0648, 0650, 0651, 0652
- 0702, 0704, 0705, 0707, 0715, 0724, 0733, 0751, 0762
- 0807, 0809, 0810, 0828, 0832, 0834, 0835, 0840, 0844, 0846, 0862, [A 0869](#), 0870
- 0914, 0915, 0923, 0924, 0926, 0927, 0929, 0931, 0935, 0936, 0937, 0944, 0945, 0946, 0962
- 1013, 1019, 1023, 1027, 1030, 1039, 1048, 1051, 1059, 1079
- 1108, 1126, 1129, 1133, 1142, 1145, 1152, 1160
- 1213, 1217, 1241, 1242, 1254, 1258
- 1319, 1324, 1330, 1345, 1351, 1365, 1367
- 1438, 1458
- 1511, 1518, 1521, 1522, 1525
- 1607, 1621, 1632, 1644(RR), 1649, 1650, 1665
- 1722, 1723, 1726, 1736
- 1810, 1815, 1816, 1826, 1842, 1845, 1854
- 1949
- 2023, 2026, 2029, 2058, 2065
- 2135(T), 2140
- 2214, 2232, 2239, 2247, 2260(E)
- 2348, 2355, 2364
- 2416, 2448, 2453, 2454, 2455, 2469
- 2534
- 2623, 2668, 2673
- 2773
- 2825, 2874
- 2926, 2943, 2968, 2973
- 3024, 3042, 3059, 3072
- 3132, 3141(T), 3142, 3173
- 3241(T), 3252, 3272

- 3338, 3342(T), 3344(RR), 3348(RR), 3354, 3373
- 3427, 3438, 3449, 3459
- 3538, 3548, 3557, 3569
- 3636, 3672
- 3764
- 3865, 3873

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