

Drive on Stalingrad SPI More Historical Variant  
By Donald Johnson January 14, 2008

This variant is for either the SPI or Six Angles version of Drive on Stalingrad. It tries to add more historicity to the game, where this can be done easily. Its main goal is to address the potential for a “gamey” unhistorical Soviet set up. The rationale for each rule is given in parentheses.

1. Soviet Guard, Mech, Air Army, and HQ units for set up and reinforcements are the exact ones that were part of the initial forces or arrived historically, per rule 20.2. Note that units in bold font arrive from the South, per the note. Soviet infantry and cavalry divisions are still picked randomly from their respective untried pools. (This increases historicity.)

2. For Soviet setup supply line purposes, assume that every start line hex is covered by an Axis Zone of Control, as it will need to be once the Axis sets up. (This prevents a very spread out Soviet defense.)

3. For the Soviet setup, each hex of the front line must either be occupied or in the ZOC of a unit that is neither an HQ nor an air army. (HQ and air army units were not used to cover the front line by themselves.)

4. The set up of Soviet HQ units must meet the following restrictions:

1) Each HQ is set up from North to South in the following order, as given in rule 20.2: 40, 21, 28, 38, 9, 37, 12, 18, and 56. It is possible for an HQ to stack with another HQ and meet the North to South order criterion, but an HQ that is listed earlier must not be set up in a hex further south than a later HQ in the list. (This was the historical North to South order of armies in the front line.)

2) An HQ may not be set up in a front line hex. It can be adjacent to a front line hex or further back. If it is set up further back, then it counts as one of the 14 units that may be deployed anywhere on the map, but note that restriction 3) will limit how far back an HQ can set up. (HQs were not front line units.)

3) Each HQ set up must be able to supply at least one non-HQ unit that is set up either in or adjacent to a front line hex. (These HQs led the front-line armies).

5. The German infantry division arriving on turn 20 is the same unit as that withdrawn on turn 2, per rule 20.1. The German 11 Panzer division reinforcement on turn 21 is actually whatever Panzer division was withdrawn on turn 10. See the \* notation for these units in rule 20.1. Note that per rule 15.23 withdrawn units may be weakened but not destroyed when withdrawn; but per rule 15.25 when they return, they return at full strength.

6. Suggestion: It is suggested that when a truck chain is defined by the Axis player during the game turn interphase, then each truck in the chain be rotated 180 degrees, this indicates that the truck is not intended to move, if it does move then the chain is broken and the supply unit on the chain removed.