[1.0] INTRODUCTION

Drive on Stalingrad is a divisional level simulation of the German drive across the Don towards Stalingrad and the Caucasus in the summer and fall of 1942. It is an operational-level game; the Players are concerned not so much with the minutiae of combat nor with the broad strategic decisions, but rather with the dispositions of forces, the necessity of supply and the problems it causes, and so forth. Section 2.0 of the rules describes the general course of play; it takes the reader through a narrative description of the rules, giving a general outline of how the game works and how it progresses. It may be a valuable aid in getting the “feel” of the game, while the general body of the rules will describe specifically how actions are taken in the game.

[2.0] HOW TO PLAY THE GAME

Setting Up the Game

The game begins with the Soviet Player placing his initial forces on the game-map (see Section 5.0, How to Set-up the Game). After he has finished, the Axis Player sets his units up. After all units are set up, the first Game-Turn begins. The Axis Player begins by moving his units.

Hitler Directives

On every Game-Turn except the first, the Players determine whether or not they will refer to the Hitler Directive Table. There is a 50% chance that they will refer to it on a given Game-Turn. The Hitler Directive Table will often place certain restrictions on the German Player — it may force him to move some units south, or attempt to take a Soviet-held city by a given Game-Turn, and so forth.

How well the Axis Player does in terms of capturing cities and how long the game has been going on will affect the die-roll on the Hitler Directive Table. Generally, the German Player will be placed under increasingly greater restrictions as the game progresses, unless he does exceptionally well.

The Axis Player Moves

The Axis Player checks the Game-Turn and Reinforcement Track to see whether he receives any reinforcements. If he does, he places them on the game-map. He then checks to see which of his units are in Supply; units may be supplied either from a rail box that is part of a rail line running off the western map-edge, or by truck or air. Axis Minor Ally units (i.e., Italians, Hungarians, etc.) must have Supply “funneled” through Friendly HQ units, in the same way that Soviet units have their Supply “funneled” through Soviet leaders. Note that the Axis Player will usually have difficulties with Supply.

Once the Axis Player has determined the Supply status of his units, he may move any or all of his units. They may move as many hexes as they have Movement Points (i.e., as their Movement Allowance), although some hexes are more expensive to enter or cross than others. For example, it costs certain units an extra Movement Point to cross a Minor river hexside. The Axis Player may also move some of his units by rail, although he may do so only on rail hexes that he has repaired. If an Axis unit enters the Zone of Control of a Soviet unit, it must stop. Usually, all the hexes adjacent to a Soviet unit are part of that unit’s Zone of Control. The Axis Player continues moving units until he has moved all of his units that he wishes to move.
During movement, the Axis Player can attempt to Overrun Soviet units. He may do this in his Movement Phase by expending three Movement Points and halving his Attack Strength. If the Overrun attack succeeds and the Soviet unit is eliminated or forced to retreat, the overrunning Axis units may continue to move until they have exhausted their Movement Allowances. An Overrun is considered part of movement, although it has many things in common with combat. Units that are Overrun become Disrupted, and are virtually useless for an entire Game-Turn.

**The Axis Player Attacks**

Actual combat occurs after all movement has ceased. The Axis Player can now attack any or all Soviet units that are adjacent to his own units. He is never forced to attack, and he always has the option of which enemy units he wishes to attack and which of his own units will attack. If any Untried units are involved in any combat, they are flipped over and their Combat Strengths revealed. If either Player has any air units which have not moved in this Game-Turn and which have not expended all their Air Points, they may expend Air Points to influence the die-roll of an attack.

In each combat, the Axis Player totals his Combat Strength Points and compares that total to the Defense Strength total of the Soviet units he is attacking. He reduces this comparison to a simple odds ratio (such as "2 to 1", "3 to 1", etc.) and uses a die and the Combat Results Table to determine the result of the attack. Either Player may utilize Air Power to affect the results of any battle. The Combat Results Table determines whether the units in an attack have to take a loss or retreat. The Players follow the instructions of the CRT after each combat, and the Player who wins each individual battle may have an opportunity to advance into any Enemy-occupied hexes.

**The Axis Player Moves Again**

The Axis Player may now move any of his cavalry, Panzer, mechanized, or motorized units as he wishes, after checking for Supply again. They may conduct Overruns and so forth, just as in the first Movement Phase.

**The Axis Player Removes Disruption Markers**

The Axis Player removes Disruption Markers from any of his units that have previously been disrupted.

**The Axis Player Places Air Interdiction Markers**

The Axis Player now removes any or all Air Interdiction markers that the Soviet Player placed during the previous Game-Turn, and places Air Interdiction markers of his own if he desires to do so and has sufficient Air Points remaining. These markers tend to slow down Soviet movement.

**The Soviet Player Moves**

The Soviet Player checks the Game-Turn and Reinforcement Track to see whether any Soviet reinforcements are due, and if so, where they become available on the game-map. Note that Soviet rifle and cavalry divisions (except for "Guards" divisions) that enter the game as reinforcements are placed on the game map in an "Untried" state. This means that their Attack Strengths and Defense Strengths are hidden from both Players, although their Movement Allowances is known. All other Soviet units (including Guards rifle and cavalry divisions) do not have Untried states; their Attack Strengths and Defense Strengths are always known. The Soviet Player places any called-for reinforcements on the game-map.

Then the Soviet Player checks to see which of his units are in Supply. Note that all Soviet units, like all Axis-Ally units, must have Supply "funneled" to them through Friendly headquarters units. After the Soviet Player determines which units are in and which are out of Supply, he may move his units. The Soviet Player moves his units in essentially the same manner that the Axis units were moved. He may conduct Overruns in the same way, as well. Rail movement is usually more useful for the Soviet Player, as he has a greater number of usable railways under his control.

**The Soviet Player Attacks**

The Soviet Player may now conduct attacks in the same way that the Axis Player did. Note that Soviet units, unlike Axis units, have two Combat Strengths — an Attack Strength and a Defense Strength. A Soviet unit's Attack Strength is used when it is involved in attacking; its Defense Strength is used when it is defending against an attack conducted by the Axis Player.

**The Soviet Player Moves Again**

The Soviet Player may move any of his mechanized, armored, or cavalry units a second time, after checking Supply again.

**The Soviet Player Removes Disruption Markers**

The Soviet Player may remove any Disruption markers on Friendly units.

**The Soviet Player Places Air Interdiction Markers**

The Soviet Player may remove any Air Interdiction markers placed by the Axis Player during his Player-Turn. In addition, if there are any Soviet air units that have neither moved nor expended their Air Point, he may place Air Interdiction markers of his own.

After the Soviet Player has finished, the Axis Player can indicate up to two captured rail hexes that he desires to "clear," thus making them available to him for movement and Supply purposes. Then, the Game-Turn is over.

**Summary**

The above sequence is followed in general for twenty-five Game-Turns, after which the Players check the Victory Conditions to see who has won. Note that the Axis Player can win an Automatic Victory if he does well enough early in the game. While playing the first few Game-Turns, the Players should keep an eye on the Sequence of Play (Section 4.6). This outlines in what order each Player moves his units, checks for Supply, conducts attacks, and so forth. An abbreviated Sequence of Play can be found with the Turn Record/Reinforcement Track.

It is often helpful to examine the counters and game-map while reading the rules in order to more easily visualize what the rules refer to.

**[3.0] GAME EQUIPMENT**

**[3.1] THE GAME-MAP**

The two 22" by 32" mazesheets, when placed together, compose the game-map. A hexagonal grid pattern has been superimposed on the game-map to regulate movement and the location of the playing pieces. All the terrain significant to the course of the campaign is present on the game-map, as well as a Terrain Key and the Victory Point Index. In addition, the 28 June 1942 Front Line is printed on the northern mazesheet. To mitigate this difficulty, the following convention is utilized; all locations on the northern mazesheet are preceded by an "N" and all locations on the southern mazesheet are noted with an "S." Stalingrad, therefore, can be found inhexes N3117 and N2217; Rostov inhex S0639.

**[3.2] CHARTS AND TABLES**

Various visual aids have been provided with the game to illustrate and display certain game functions. These include the Combat Results Table, the Turn Record and Reinforcement Track, the Terrain Effects Chart, and the Hitler Directives Table. The use of these charts and tables is explained in the appropriate rules Sections.

**[3.3] THE PLAYING PIECES**

There are 600 playing pieces in two die-cut sheets included with Drive on Stalingrad. These playing pieces are called "counters." Some of the counters represent the actual military units which participated in the campaign; others are game markers which are used in the course of playing the game to indicate such things as which side controls a given city, or whether a unit is out of Supply.

**[3.31] How to Read the Counters**

Representing Units

There are five different national Armies present in Drive on Stalingrad: Soviet, German, Rumanian, Hungarian, and Italian. The units belonging to each of these Armies are distinguishable by a color unique to that Army. Basically, all of the units are similar. However, there are some differences from Army to Army, particularly with regard to combat and movement capacities and the ability to absorb losses. In addition, some units (among the Soviet, Rumanian, Hungarian and Italian Armies) are Untried, which means that their actual Combat Strength is unknown to both Players until they become involved in a battle. Some units (among the German and Soviet Armies) are backprinted to represent the same unit at differing strength levels (called "steps"). German military units (and Italian Armies) have four steps: the first two are represented on one counter (one on the front and one on the back) and the second two on a substitute counter.

**Sample Units**

<table>
<thead>
<tr>
<th>PANZER REGIMENT (German)</th>
<th>INFANTRY DIVISION (Soviet)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Front</td>
<td>Front</td>
</tr>
<tr>
<td><img src="image.png" alt="Image" /></td>
<td><img src="image.png" alt="Image" /></td>
</tr>
<tr>
<td>2/16</td>
<td>4-13</td>
</tr>
<tr>
<td>Division</td>
<td>Unit Size</td>
</tr>
<tr>
<td>Regiment</td>
<td>Movement Allowance</td>
</tr>
<tr>
<td>Unit Type</td>
<td>Movement Allowance</td>
</tr>
<tr>
<td>Movement Allowance</td>
<td>Move Strength</td>
</tr>
<tr>
<td>2-13</td>
<td>3-4-8</td>
</tr>
<tr>
<td>Back</td>
<td>Back</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Division</td>
<td>Movement Allowance</td>
</tr>
<tr>
<td>HQ UNIT (Soviet)</td>
<td>Movement Allowance</td>
</tr>
<tr>
<td>Front</td>
<td>Back</td>
</tr>
<tr>
<td><img src="image.png" alt="Image" /></td>
<td><img src="image.png" alt="Image" /></td>
</tr>
<tr>
<td>1 Tank</td>
<td>Army</td>
</tr>
<tr>
<td>Stalinik</td>
<td>Army</td>
</tr>
<tr>
<td>Moltodenko</td>
<td>Army</td>
</tr>
<tr>
<td>4-12</td>
<td>Leadership Value</td>
</tr>
<tr>
<td></td>
<td>Movement Allowance</td>
</tr>
<tr>
<td></td>
<td>Movement Allowance</td>
</tr>
</tbody>
</table>
**Unit Size**

- Division
- Corps
- Army (for HQ units)

Note that the only regiments in the game are the German tank and mechanized infantry units. These have no size symbol, but are distinguished by having the unit designation over the type symbol, in place of a size symbol.

**Unit Designation**

All regiments, divisions, corps, and armies (HQ units) in the game are identified by the historical number or name. For divisions, corps, and armies, this appears to the left of the unit type symbol. For regiments, both the regimental designation and parent division are identified, in that order, separated by a slash (e.g., 6/3 means the 6th Regiment of the 3rd Division). Note that which division a particular regiment belongs to is important to the play of the game (see Case 7.2, Divisional Integrity).

**Unit Types**

**GERMAN UNITS (Axis)**

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry Division</td>
<td>Infantry Division</td>
</tr>
<tr>
<td>(Note that two counters are used to represent four steps)</td>
<td>(Note that a Panzergrenadier Division is composed of two Panzergrenadier Regiments)</td>
</tr>
<tr>
<td>9-9</td>
<td>3-13</td>
</tr>
<tr>
<td>2-9</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Division</th>
<th>Division</th>
</tr>
</thead>
<tbody>
<tr>
<td>Jaeger</td>
<td>Panzer Division</td>
</tr>
<tr>
<td>6-9</td>
<td>(Note that a German Panzer Division is composed of one Panzer Regiment and two Panzergrenadier Regiments)</td>
</tr>
<tr>
<td>3-9</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Mountain Division</th>
<th>Mechanized Division</th>
</tr>
</thead>
<tbody>
<tr>
<td>(Note that two counters are used to represent four steps)</td>
<td></td>
</tr>
<tr>
<td>9-9</td>
<td>3-11</td>
</tr>
<tr>
<td>2-9</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Truck Unit</th>
<th>Army HQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-13</td>
<td>Army HQ</td>
</tr>
</tbody>
</table>

| Air Interdiction (Axis) | |
|-------------------------| |

**SOVIET UNITS**

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry Division</td>
<td>Infantry Division</td>
</tr>
<tr>
<td>Mountain Division</td>
<td>Guards Cavalry Division</td>
</tr>
<tr>
<td>1-9</td>
<td>1-6</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Air Corps</th>
<th>NKVD Mechanized Division</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-9</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Railhead (Axis)</th>
<th>NKVD Rifle Division</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-49</td>
<td></td>
</tr>
</tbody>
</table>

**SLOVAKIAN DIVISION**

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slovakian Division</td>
<td>Guards Rifle Division</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Rifle Division</th>
<th>NKVD Rifle Division</th>
</tr>
</thead>
<tbody>
<tr>
<td>2-8</td>
<td></td>
</tr>
</tbody>
</table>

**ITALIAN UNITS (Axis)**

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry Division</td>
<td>Infantry Division</td>
</tr>
<tr>
<td>Mountain Division</td>
<td>Guards Cavalry Division</td>
</tr>
<tr>
<td>1-6</td>
<td>1-16</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Air Corps</th>
<th>Tank Corps</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-9</td>
<td>2-6</td>
</tr>
</tbody>
</table>

**HUNGARIAN UNITS (Axis)**

<table>
<thead>
<tr>
<th>Front</th>
<th>Back</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry Division</td>
<td>Guards Mechanized Division</td>
</tr>
<tr>
<td>Panzer Division</td>
<td>NKVD Rifle Division</td>
</tr>
<tr>
<td>2-13</td>
<td>1-13</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Mechanized Division</th>
<th>Air Army</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-11</td>
<td>3-312</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>NKVD Mechanized Division</th>
<th>Army HQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>5-4-8</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>NKVD Rifle Division</th>
<th>Army HQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-11</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1 Bde. Tenshakiv</th>
<th>Army HQ</th>
</tr>
</thead>
<tbody>
<tr>
<td>5-12</td>
<td></td>
</tr>
</tbody>
</table>
If any parts are missing or damaged, please write:
Customer Service
Simulations Publications, Inc.
44 East 23rd Street
New York City, New York 10010

Questions concerning the rules that are phrased in such a way that they can be answered with a simple, one-word reply will be answered if sent to the address above together with a stamped, self-addressed envelope. Mark your inquiry “Drive on Stalingrad Rules Questions.”

D. GAME-TURN RECORD - INTER-PHASE
Both Players adjust al. friendly air units on the map such that the side of the counter marked “0” is face-up (see Section 14.0). The Axis Player indicates the clearing of up to two Rail hexes by placing an Axis Railhead marker in the appropriate hex. The Soviet Player then advances the Game-Turn Marker one box on the Game-Turn and Reinforcement Track. This signals the beginning of a new Game-Turn.

[4.0] SEQUENCE OF PLAY
CASES:
[4.1] THE GAME-TURN
Drive on Stalingrad is played in sequential Game-Turns. Each Game-Turn is composed of two Player-Turns. The Player whose Player-Turn is in progress is called the Phasing Player. After a Game-Turn is completed, the Players begin another, until as many Game-Turns as there are in the game have been completed. Each Game-Turn follows the rigid sequence outlined below.

[4.2] GAME-TURN SEQUENCE OUTLINE
A. HITLER DIRECTIVE INTER-PHASE
If the Axis Player rolls the die to determine whether the Hitler Directive Table will be used, the Players refer to the Hitler Directive Table to determine what effects strategic decisions by Hitler have on the Axis Player’s options.
B. AXIS PLAYER-TURN
1. Initial Movement Phase: The Axis Player checks for Supply and then moves any or all of his units in any direction or combination of directions, up to the limit of each unit’s Movement Allowance and within the restrictions of the rules for Movement and Supply. He also conducts Overruns and brings in reinforcements according to the Reinforcement Schedule.
2. Combat Phase: Axis units may now attack Soviet units according to the rules for combat; both sides’ air units may affect the attacks.
3. Mechanized/Cavalry Movement Phase: Axis Panzers, mechanized, motorized, and cavalry units may move again, if possible. Axis units may conduct Overruns in this Phase.
4. Disruption Removal Phase: The Axis Player may remove all Disruption markers from units that suffered Disruption as a result of an Overrun.

5. Air Interdiction Phase: The Axis Player may expend Air Points to place Air Interdiction markers on the game-map according to the rules for Air Interdiction. All Soviet Air Interdiction markers are removed from the game-map.

C. SOVIET PLAYER-TURN
1. Initial Movement Phase: The Soviet Player checks for Supply, then moves his units, brings in reinforcements, and conducts Overruns.
2. Combat Phase: Soviet units may attack Axis units.
3. Mechanized/Cavalry Movement Phase: All armor, mechanized HQ’s, and cavalry units may move again.
4. Disruption Removal Phase: The Soviet Player may remove Disruption markers from all disrupted Soviet units.
5. Air Interdiction Phase: The Soviet Player may expend Air Points to place Air Interdiction markers. Axis Air Interdiction markers are removed from the game-map.

[5.0] HOW TO SET UP THE GAME
GENERAL RULE:
The pieces representing the Axis and Soviet forces respectively are sorted by type, and those counters which represent the forces that are present at the start of the game are separated out and placed on the game-map. Game-Marker are placed on the game-map at appropriate coordinates.

PROCEDURE:
The Players determine which side each of them shall represent. The Soviet Player sorts his units into five groups: rifle divisions, cavalry divisions, tank and mechanized corps, air armies, and HQ units. Among the cavalry divisions and rifle divisions, he further segregates the Untried units from the ones with known Strengths. The Axis Player segregates his units by type and nationality. Both Players select their initial forces.

Note: Set-up of the game will be greatly facilitated if the counters are sorted by type and nationality when first punched out of their die-cut sheet and stored in the counter compartments of the game-box.

Axis- and Soviet-Controlled markers are placed on the game-map in hexes containing Victory Point cities to indicate which Player controls them at the start of the game. Victory Point Index markers are placed on the Victory Point Index to indicate 30 Victory Points for the Axis and 175 Victory Points for the Soviets. The Game-Turn Marker is placed in the “1” box on the Game-Turn and Reinforcement Track. The Soviet Player then places his initial forces on the game-map in accordance with the restrictions listed below (see Case 5.2). The German Player then places his initial forces on the game-map in accordance with the restrictions listed below (for him see Case 5.3). The game is now ready to begin.

CASES:
[5.1] SETTING UP THE GAME MARKERS
[5.11] An Axis Control Marker is placed in each of the following city hexes: Kharkov (2154, 2253), Kursk (0754), Mariupol (0754), Taranopol (0643).
[5.12] A Soviet Control Marker is placed in each of the following city hexes: Voronezh (0754, 0841 only), Likhovskoy (3836), Millerozo (3006), Rostov (0643) Donskaya (3221), Sals (1313), Tikhoretsk (1737), Krasnodar (2443), Elista (1846), Maykop (2838), Georgievsk (3121), Prokhladnyy (3417), Novorosiysk (2649), Stalingrad (3117, 3217), Kharkov (1301), Astrakhan (3613), Soczi (3613), Tuaep (3242), Grozny (3710), Povorin (1228), Svobodny (1340), Kamensh (2013), and Ritshechevo (0421).
[5.13] Victory Point Index markers and the Game-Turn Marker are placed as outlined in the Procedure section.
[5.2] SOVIET INITIAL SET-UP
Note: As the Soviet initial forces, as well as all reinforcements, are selected at random from

[3.4] PARTS INVENTORY
A complete game of Drive on Stalingrad includes the following components:
Two 22’’ x 34’’ mapsheets
One Rules Folder
Two sheets of die-cut cardboard counters (one with 200 pieces and one with 400; 600 total)
One Chart/Track Display
One plastic die
One Game box and cover sheet assembly
among the Soviet Players units, it is advisable to place all Untried units with their Untried side face-up on the table, and to place all the Guards and NKVD rifle divisions, mechanized and tank units, and HQ units in three opaque containers such as coffee mugs in order to facilitate this process (see Case 15.3, Soviet Reinforcements).

[5.21] The Soviet Player selects randomly 27 Untried rifle divisions, five Untried cavalry divisions, five Guards and/or NKVD rifle divisions, two mechanized units, nine HQ units, and the 2nd, 4th, and 8th Air Armies as his initial force with which to start the game.

[5.22] The Soviet Player must deploy any 38 of the selected units in hexes containing the 28 June 1942 Start Line, printed on the game-map, or in hexes adjacent to hexes containing the Line. No Soviet units may be initially deployed west of the Line, however.

[5.23] Each hex containing the 28 June 1942 Front Line must either contain one or more Soviet units or be in the Zone of Control of at least one Soviet unit.

[5.24] Up to 11 of the selected initial forces units may be placed anywhere on the map, so long as the other requirements of this section are met.

[5.25] Each and every Soviet unit must initially be in Supply (see Case 12.1).

[5.26] Soviet Untried units are deployed with the Untried side face-up. At no time during the set-up may either Player examine the “tried” side of the Soviet Untried units.

[5.3] AXIS INITIAL SET-UP

All Axis Untried units should be sorted by type and nationality and placed on the table with the Untried side face-up, as with the Soviet units. Also, German Panzer and Panzer Grenadier regiments should be sorted by division, and all the regiments of each division deployed together (see Case 7.2, Divisional Integrity).

[5.31] Between hexrows N3700 (see Case 3.1) and the coast of the Sea of Azov, inclusive, the Axis Player may deploy the following units:

(a) seven 9-9 German infantry divisions
(b) one 9-9 German mountain division
(c) two Italian infantry divisions (Untried)
(d) one 2-11 Italian mechanized division
(e) eighth Army Italian Army HQ unit

[5.32] Between hexrows N2900 and N3600, inclusive, the Axis Player may deploy the following units:

(a) seven 9-9 German infantry divisions
(b) two 6-9 German Jaeger divisions
(c) four Rumanian infantry divisions (Untried)
(d) 3rd Rumanian Army HQ unit
(e) one 9-9 German mountain division
(f) 14 Panzer (Pz), 16 Pz, and 22 Pz Divisions (nine regiments)
(g) 60 Panzer Grenadier (Pg) Division (two regiments)

[5.33] Between hexrows N1500 and N2800, inclusive, the Axis Player may deploy the following units:

(a) ten 9-9 German infantry divisions
(b) 3 Pz and 23 Pz Divisions (six regiments)
(c) 29 Pz Division (two regiments)

[5.34] Between hexrows N0100 and N1400, inclusive, the Axis Player may deploy the following units:

(a) seven 9-9 German infantry divisions
(b) 9 Pz, 11 Pz, and 24 Pz Divisions (nine regiments)
(c) 3 Pz and 16 Pz Divisions (four regiments)
(d) Grossdeutschland Divisions (two regiments)

(e) three Hungarian infantry divisions (Untried)
(f) 2nd Hungarian Army HQ unit

[5.35] Anywhere: The Axis Player may deploy the following units anywhere on the map:

(a) 4th Air Corps
(b) 8th Air Corps
(c) six truck units

[5.36] Axis units may be placed in any hex west of the 28 June 1942 Front Line. Each hex containing a portion of the Front Line must be in the Zone of Control of at least one Axis unit deployed by the Axis Player. Axis units may be deployed in hexes adjacent to Soviet units.

[5.37] The Axis Player selects Untried Hungarian, Italian, and Rumanian units at random from among the units laid out on the table. These units are deployed with the Untried side face-up. At no time during the set-up may either Player examine the “tried” side of the Axis Untried units.

[5.38] The Axis units listed in Cases 5.31 and 5.32 may not be moved nor involved in any attacks whatsoever during Game-Turn 1. Starting with Game-Turn 2, these units may be moved by the Axis Player and involved in attacks freely. If any such units are attacked during Game-Turn 1, they may defend and be retreated or advanced after combat normally.

[6.0] MOVEMENT

GENERAL RULE:

During the Movement Phases (there are two) of his Player-Turn, each Player may move as many or as few of his units as he wishes. In his Initial Movement Phase (see Sequence of Play, Section 4.0), a Player may move each unit as many or as few hexes as desired, so long as that unit’s Movement Allowance is not exceeded. A Player may also move units by rail during his initial Movement Phase. During his Mechanized/Cavalry Movement Phase, a Player may move each of his cavalry and mechanized units again, if he so desires. Unused Movement Points may not be accumulated or transferred between units.

PROCEDURE:

Move each unit individually, tracing the path of its movement through the hexagonal grid. Once the Player’s hand is removed from the unit, that unit’s movement is considered completed.

CASES:

[6.1] HOW TO MOVE UNITS

[6.11] During a Movement Phase, all, some or none of a Player’s units may be moved. No other units may be moved. Combat may not occur in this Phase; however, Overrun — a form of combined combat and movement — may take place in this Phase (see Case 6.5).

[6.12] Movement is calculated in terms of Movement Points. Basically, each unit expends one Movement Point of its total Movement Allowance for each clear terrain hex it enters; other terrain costs more than one Movement Point to enter or cross. These effects are summarized on the Terrain Effects Chart (10.6).

[6.13] Terrain movement costs are cumulative. Thus it will cost more Movement Points to move a unit across a river hexside into a forest hex than across a river hexside into a clear terrain hex (see Case 10.5, Effects of Mixed Terrain).

[6.14] Regardless of cumulative terrain costs, a unit that does not begin the Initial Movement Phase in an Enemy Zone of Control can always move one hex (Exception to Case 6.27).

[6.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[6.21] A Friendly unit may never enter a hex containing an Enemy unit (Exceptions: see Cases 12.38, 14.13).

[6.23] A unit may not expend more Movement Points than its total Movement Allowance in any Movement Phase. Please note that mechanized units have two Movement Phases and may expend their full Movement Allowance in each Phase. A unit may use all, some or none of its Movement Points in a given Phase. However, a unit may not “save” Movement Points for another Turn, nor may unused Points be transferred to another unit.

[6.24] Units may move only during their Friendly Movement Phase(s), although there may be some movement as a result of combat, in terms of advances and retreats. These are not considered to be “movement” and do not require the expenditure of Movement Points.

[6.25] Units that are out of supply (Section 11.0) have their Movement Allowances halved, dropping all fractions.

[6.26] A unit may not be moved across a Major river into a hex which is in an Enemy Zone of Control (see Case 10.2), unless the hex is occupied by a Friendly unit.

[6.27] A unit may not enter a hex unless it has sufficient Movement Points to do so (see Case 6.14).

[6.28] All movement of any given unit must cease before a Player begins to move any other unit. The only occasion on which two or more units can be moved at once, as an exception to this rule, is when such units begin a Friendly Movement Phase stacked together and remain stacked as they are moved.

[6.3] RAIL MOVEMENT

[6.31] Both Players can move units by rail. The Axis Player may move up to three units by rail per turn, and the Soviet Player may move up to ten. For the purposes of rail movement, each Soviet tank or mechanized corps and each Soviet or Axis air unit counts as three units.

[6.32] In order to move by rail, a unit must start its Initial Movement Phase in a railroad hex, and must finish that Phase in a railroad hex. It must move only from railroad hex to adjacent, connected railroad hex in that Phase. Units may not enter an Enemy Zone of Control when traveling by rail.

Units entering the game as reinforcements may use rail movement if they enter the game-map on a railroad hex. Reinforcements using rail movement do count toward the limit on units moved.

[6.33] A unit moving by rail may expend up to 40 Rail Movement Points in a given Initial Movement Phase. Each rail hex entered costs one Rail Movement Point, unless that hex is under Air Interdiction (see Case 14.4). Interdicted hexes cost a total of five Rail Movement Points to enter.

[6.34] Units may use rail movement only during their Initial Movement Phase; units may not move by rail during the Mechanized Movement Phase.

[6.35] Units do not have to be in supply to use rail movement, nor do they have to be within an HQ unit’s Communication Radius.

[6.36] Cities are always treated as if they were part of a railroad for movement purposes (see Case 10.4, Cities and Railroads).

[6.37] Units may move by rail from hex S1001 to hex S0601 (or vice versa) by expending 10 Rail Movement Points. Units may move from hex N1701 to hex N1001 (or vice versa) by expending 10 Rail Movement Points.
Units may move from hex S1001 or hex S0601 to hex N1701 or hex N1001 by rail expending 40 Rail Movement Points.

Units may be moved from hex N0811 to hex N0911 by rail by expending 10 Rail Movement Points.

WHICH RAILROADS CAN BE USED FOR RAIL MOVEMENT

Historically, the gauge of railroad track used in the Soviet Union, and before that in Imperial Russia, has always been smaller than that utilized in Western Europe. This situation severely compounded the already extreme logistical difficulties faced by the Axis armies. There was never enough Russian rolling stock captured to permit the utilization of the existing tracks to any great extent, and so the Germans were forced to tear up and re-lay thousands of kilometers of track, in order that European trains could be used to transport and supply the invading Armies. Naturally the amount of track that could be converted was somewhat limited in any given time span, and as the Germans advanced swiftly, the lack of access to rail transport became acute.

The Axis Player may only move units by rail through rail hexes that are west of the 28 June 1942 Front Line and through rail hexes that have been Axis-cleared. In other words, before the Axis Player can move units by rail east of the Front Line, he must clear all rail hexes through which he wishes to move his units.

During the Game-Turn Indication Inter-Phase at the end of each Game-Turn, the Axis Player can clear up to two rail hexes. He does this by placing an Axis Railhead marker on the Axis-cleared rail hex furthest from the 28 June 1942 Front Line.

The Axis Player can clear any rail hex provided that

a) the last unit to pass through the hex was an Axis unit,

b) that the hex is adjacent to an Axis-cleared Rail hex or to a rail hex west of the 28 June 1942 Front Line. The Axis Player may clear two consecutive rail hexes in one Game-Turn Indication Inter-phase, so long as one of them fulfills the requirements of (b).

Axis-cleared Rail hexes can be utilized for rail movement (as well as for Supply; see Case 12.23) by the Axis Player on the Game-Turn immediately subsequent to the Game-Turn Indication Inter-phase in which they were cleared. Axis-cleared Rail hexes can never be used by the Soviet Player for Rail Movement (or Supply), even if recaptured by the Soviet Player.

The Axis Player may always use Axis-cleared rail hexes for rail movement (as well as for Supply), as long as the last unit to move through the hex was an Axis unit (Exceptions: cases 6.32, 12.23). This is true even if the hex has been recaptured by the Soviet Player and subsequently re-captured by the Axis Player.

The Soviet Player may use Rail Movement to move his units through any rail hex west of the 28 June 1942 Front Line unless

a) the last unit to pass through the hex was an Axis unit, or

b) the hex is Axis-cleared.

If at the beginning of a Game-Turn, the last unit to have passed through a particular hex is an Axis unit, the earliest the Soviet Player could utilize the rail hex for rail movement (and Supply) is the subsequent Game-Turn, assuming a Soviet unit passes through the hex in that first Game-Turn.

A number of Axis and Soviet Railhead markers are included with the game. The Players may utilize these to mark the extent of Axis-cleared or Soviet re-captured Railways. Usually, for example, the Axis Player will place a Railhead marker in the Axis-cleared rail hex furthest away from the 28 June 1942 Front Line, and it is understood that all rail hexes along that railroad back towards the Front Line are Axis-cleared.

OVERRUN

During a Movement Phase — and only during a Movement Phase — the Phasing Player may attempt to Overrun any Enemy unit. For game purposes, Overrun is considered to be a function of movement units, not individual Overrun units in both of their respective Movement Phases.

A Player may conduct Overruns during any of his Friendly Movement Phases. To accomplish this, he moves a stack (see Case 6.28) of his units adjacent to the "target" hex that he wishes to Overrun. All units employed in an Overrun must be stacked together (i.e., in the same hex). The Overrunning units must expend three Movement Points in addition to the Movement Point cost for moving adjacent to the target hex. The expenditure of these Movement Points entitles the owning Player to conduct the Overrun, which entails attacking all Enemy units in the target hex and — if the attack is successful in vacating the target hex of Enemy units — moving the Overrunning units into the target hex. The Overrunning units' Attack Strengths are halved, with any fractions dropped, and all terrain and Supply rules affecting combat are in effect. (Supply state is judged at the instant of Overrun.) If, as a result of the Overrun, the target hex is vacated, the Player conducting the Overrun must then move all Overrunning units into the target hex (However, see Case 6.52). There is no additional cost in Movement Points to move into the target hex, other than the three Points already expended to qualify for the Overrun attack. The owning Player may then, at his option, continue to move the units with which he conducted the Overrun normally, providing they have sufficient Movement Points remaining to do so and are not then in an Enemy Zone of Control Alternatively, the Player may use the units to conduct further Overruns, providing sufficient Movement Points remain.

If an Overrun attack fails to dislodge the Enemy units from the hex, the Overrunning units may not move any further in that Movement Phase. Overrunning units do not move into a vacated target hex if the combat result is a split result (see Case 9.68) or an engaged result (see Case 9.69). In addition, a split or engaged result stops movement for the affected units for the remainder of that Phase. Any combat result where the attacker/Overrunning unit must take a loss or retreat halts movement for that Phase.

HQ units may be Overrun like any other units. However, HQ units may not conduct Overruns by themselves as they have no Attack Strength (see Cases 11.43 and 11.46).

All units conducting an Overrun against an individual target hex must start the Movement Phase in the same hex. Individual Overruns may be conducted against more than one unit, but all these units must be in the same hex. A Player may not attempt to Overrun more than one hex at any one time, although more than one Overrun may conceivably be conducted in a given Movement Phase. A defending unit may conceivably be Overrun by different units more than once in a Phase.

A unit conducting an Overrun attacks at half Strength. The halving is done after all other adjustments to the Combat Strength have been made. All fractions remaining after this final adjustment are then dropped. Thus, a German Panzer division (worth eight Combat Strength Points at face value) that is out of Supply and conveying an Overrun would Overrun with a Strength of four. (Its total Strength would be doubled for Divisional Integration, see Case 7.2, halved for being out of Supply and then halved again for Overrun.) Note that Soviet units that begin a Friendly Movement Phase beyond the Radius of an HQ unit may not conduct Overruns.

When conducting an Overrun attack, Players may ignore the Zones of Control of units which are exerting influence on the hex from which the Overrun attack is coming. That is, they may occupy the target hex if the Overrun is successful regardless of other Enemy ZOC's. However, if a Friendly unit finishes an Overrun in an Enemy Zone of Control, it may not move any further in that Movement Phase; it may still conduct another Overrun on an adjacent hex providing it has the necessary Movement Points.

Units conducting Overruns may not conduct "advance after combat" (see Case 9.8); they must move into the vacated target hex, but may not move further without expending Movement Points. Remember, Overrun is movement, not combat.

Enemy units that defend successfully against an Overrun attack do not move into a vacated hex or advance after combat. They remain in their hex.

An Overrun may not be conducted across a Major river (see Case 10.2).

DISSUPTION

Units that are defending against an Overrun and suffer any loss or retreat (including an Engaged) as a result of the Overrun are considered Disrupted. Only defending units can become Disrupted and Disrupt on pertains only to Overrun — not normal combat. The status of Disruption is indicated by placing a Disrupted marker on top of the unit(s).

Disrupted units may not attack; they do defend normally. They may not move, nor do they exert a Zone of Control. Additional Disruption results and/or normal combat results have no further Disruption effect.

The effects of Disruption end in the applicable Friendly Disruption Removal Phase, during which all Disruption markers are removed from all Friendly units (only).

If an HQ unit becomes Disrupted, it may not conduct Overrun attacks (although it continues to function as a normal — if disrupted — combat unit. Disrupted Soviet Leaders may not coordinate Supply and/or combat for regular Soviet combat units, nor may they aid Soviet attacks.

STACKING

STACKING RESTRICTIONS

A Player may never have more than three combat units in any one hex at the end of his Movement Phase and at any time during the Combat Phase. He may have as many as four units of any kind in a hex, as long as at least: one of the units is an HQ unit. Informational markers, such as Air Interdiction markers and Disrupted markers, never count
against stacking. Units may pass freely through other stacks of Friendly units, except during retreats, and the restrictions of Stacking apply only at the end of the Friendly Movement Phase and throughout all Combat Phases. If units are found to be in excess of the Stacking restrictions at the end of a Friendly Movement Phase or any Combat Phase, the excess must be eliminated and removed from the game, at the choice of the Owning Player.

7.2 GERMAN DIVISIONAL INTEGRATION
If the German Panzer, mech or motorized units in a hex comprise all of a division, the total Strength of the units in that hex is doubled for both attack and defense. There may not be any units from any other division in that hex, and all units from the division must be in the hex. Each Panzer Division has one Panzer and two Panzer Grenadier regiments, and each motorized infantry division has two regiments. German infantry and cavalry divisions do not qualify for this combat bonus. If any regiment in a division is eliminated, the combat bonus may not be used by that division.

8.0 ZONES OF CONTROL
GENERAL RULE
The six hexagons immediately surrounding a hex constitute the Zone of Control (ZOC) of any units in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes, and they inhibit the movement of Enemy units. All units must cease movement when they enter an Enemy-controlled hex, and they may not leave that hex voluntarily.

CASES:
8.1 EXTENT OF ZONES OF CONTROL
8.11 ZONES OF CONTROL extend into all six hexes adjacent to the controlling unit’s hex. Zones of Control extend across Minor river hexides; however, they do not extend across all-sea, all-lake, or Major river hexides (see Case 10.2). No other terrain affects Zones of Control.

8.12 All units exert a Zone of Control at all times during the entire Game-Turn, unless they are in a state of Disruption. Disrupted units exert no ZOC.

8.2 EFFECTS OF ZONES OF CONTROL
8.21 Units never pay any additional movement cost to enter an Enemy-controlled hex.

8.22 Units may never voluntarily leave an Enemy-controlled hex. Friendly units may leave Enemy-controlled hexes only as a result of combat (however, see Overrun, Case 6.5).

8.23 Friendly Zones of Control never affect Friendly units — only Enemy units.

8.24 Friendly units (but not Friendly ZOC’s) negate the presence of Enemy Zones of Control for the purposes of tracing Supply Lines and Communications Radii. They also negate the effect of Enemy ZOC’s for purposes of retreat. They do not negate Enemy ZOC’s for purposes of movement.

8.25 If a Friendly unit is in an Enemy-controlled hex, the Enemy unit is also in the Friendly unit’s Zone of Control. The two units are equally and jointly affected.

8.26 There is no additional effect of having more than one unit exerting its Zone of Control onto a given hex.

9.0 COMBAT
GENERAL RULE:
Combat occurs between adjacent opposing units at the Phasing Player’s discretion. The Phasing Player is the attacker, the non-Phasing Player is the defender, regardless of the overall strategic situation.

PROCEDURE:
Total the Attack Strengths of all the attacking units involved in a specific attack and compare it to the total Defense Strength of the units in the hex under attack. State the comparison as a probability ratio: attacker’s Strength to defender’s Strength. Round off the ratio in favor of the defender to the closest whole number. Roll the die and read the result on the appropriate line under the odds. Apply the result immediately, before resolving any other attacks being made during the Combat Phase.

CASES:
9.1 WHICH UNITS MAY ATTACK
9.11 Units may attack only during their own Friendly Combat Phase (see also Overrun, Case 6.5). They may then attack any and all Enemy units which are adjacent to them. Only those units directly adjacent to a given Enemy unit may participate in an attack upon that unit.

9.12 Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in any attack. A Friendly unit in a stack that is not participating in a given attack is never affected by the results of that attack.

9.13 An Enemy-occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes.

9.14 No unit may attack more than once per Combat Phase and no Enemy unit may be attacked more than once per Combat Phase. (Remember, Overrun is not combat.)

9.2 MULTIPLE UNIT AND MULTI-HEx COMBAT
9.21 All units in a given hex must be attacked as a single Defense Strength. The defender may not divide the units and attack them in different hexes. Different units in a hex may not be attacked separately, nor may one unit be attacked without involving the other units in the same combat.

9.22 Other units in a hex that contains an attacking unit need not participate in that same combat or any other attack. Thus when one unit in a stack is attacking a given hex, the other units in the stack could attack a different hex, or not attack at all.

9.23 If a unit(s) is adjacent to more than one Enemy-occupied hex, it could attack all of them in a single combat. Thus, units in a single hex may attack more than one hex. The only requirement is that all attacking units must be adjacent to all defending units.

9.24 A given unit’s Attack and/or Defense Strength is always unitary; that is, it may not be divided among different combat units either for attack or defense.

9.3 EFFECTS OF TERRAIN ON COMBAT
9.31 Units defending in certain types of terrain may have their Defense Strength increased. This is always expressed as a multiple of the Defense Strength. (A unit with a Defense Strength of four in a Major city defends with a Strength of eight.)

9.32 See Section 10.6, Terrain Effects on Movement, Combat, and Supply for a complete explanation of the terrain effects on combat. These are summarized on the Terrain Effects Chart (10.6).

9.4 COMBAT RESOLUTION
Combat odds are always rounded off in favor of the defender. For example, an attack with a combined Attack Strength of 26 against a hex defending a Defense Strength of 9 (26 to 9) would be rounded off to the next lowest odds column on the CRT, “2 to 1.” That column would be used for resolving the attack.

9.5 COMBAT RESULTS TABLE
(see separate sheet)

9.6 UNIT STEPS AND COMBAT RESULTS
The historical units represented in Drive on Stalingrad varied considerably in quality. While most of the German and many of the Russian units were composed of highly motivated, well-equipped combat veterans, there were many Russian units and Axis-allyed units that were hurriedly slappled together, poorly trained, or composed of men with little interest in the outcome of the war, and less in fighting to effect it. Consequently, many of the units in Drive on Stalingrad have a number of strength levels. These numbers are reduced in strength as a result of losses suffered in combat but still remain in the game. These strength levels are referred to as steps.

9.61 Most Axis-allyed units possess one step each. (Exceptions include the Hungarian, Italian, Rumanian mechanized divisions.) Whenever such a unit incurs a combat loss (see Case 9.67), it is removed from the game and considered eliminated.

9.62 All German mechanized regiments, Axis-ally mechanized divisions, and all Soviet mechanized divisions and Guards rifle divisions have two steps. When such a unit suffers a loss of one step (see Case 9.67), its counter is flipped over; the reduced strength level is printed on the back of the counter. Whenever such a unit loses two steps (or a second step), it is replaced by the corresponding understrength division counter. The counter representing the unit is removed from the map and an understrength division counter is put in its place face-up, in the same hex. Whenever such a unit loses three steps (or a third step), the understrength division counter is flipped over to indicate that the unit is at its fourth and lowest strength level. The loss of a fourth step eliminates the unit.

9.64 Soviet rifle divisions (with the exception of Guards) and cavalry divisions are considered to be understrength (see Section 13.0). One side of the counter representing such a unit bears its true combat strength and Defense Strength, but that side is kept face down until the unit is involved in a combat. Untried units have either one or two steps, depending upon their Defense Strength. Until such a unit is involved in combat, neither Player knows how many steps it possesses.

Note: Cavalry divisions, except for the two Guards divisions, have one step (only).

9.65 An Untried unit with a Defense Strength of five or less has one step. Whenever such a unit incurs a combat loss, it is removed from the game and considered eliminated. An Untried unit with a Defense Strength of six or more has two steps.
Whenever such a unit incurs a loss of one step, it is replaced with a counter of a previously eliminated unit (infantry) unit with a Defense Strength of four or less. In other words, whenever a Soviet Rifle Division (excluding Guards divisions, see 9.62) with a Defense Strength of six or more incurs a one-step loss, it is replaced with the unit of another Soviet rifle division with a Defense Strength of four or less selected at the Soviet Player’s option from among those units previously eliminated; this is the unit’s second step. Should no Soviet rifle divisions with a Defense Strength of four or less be available to replace the unit incurring the loss, that unit is eliminated instead.

[9.66] All combat results on the Combat Results Table (9.5) are expressed in terms of steps lost or hexes the unit(s) is forced to retreat. The letters A and D stand for Attacker and Defender, respectively. A result of Ae or De means that all steps for the units involved are lost, and no retreat option is possible.

[9.67] A result of A or D plus a number (e.g., A1, D2, etc.) means that the affected unit(s) must either lose the given number of steps or retreat all units in that combat the given number of hexes. The Player whose units are so affected may not take a step loss and retreat; he must either retreat or take step losses.

When a loss of one step (or more) is required or chosen, this does not mean one step is removed from each affected unit. It means that the defender (or attacker) removes one step from any one unit involved.

Example: If three Soviet units are defending against a German attack and the CRT shows a result of D1, the Soviet Player has the option of either removing one step and, leaving the remaining units in place, or retreating all three units one hex.

[9.68] Some results on the CRT are “split” results; e.g., D1/A1. In a split result, the defender always takes his result first, whether it is a step loss or a hex retreat. Then the attacker takes his result. If any attacking units remain in the original hex, they may advance after combat, provided that the defending hex has been vacated. The defender may never advance in a split result. A split result halts an Overrun (see Case 6.52).

[9.69] A result of E means that both sides must lose one step each; no retreat option is available. In addition, neither side may advance after combat. If this result occurs during an Overrun, the Overrunning units remain in the hex from which the Overrun originated; the Engaged result is applied, and neither unit may move further.

[9.7] RETREATS

[9.71] Retreats are always optional. The Player may choose to lose steps rather than retreat (see Case 9.67). However, a unit may not be retreated into or through an Enemy Zone of Control (unless the hex is occupied by a Friendly unit; see Case 8.24). A unit can never be retreated into a hex containing an Enemy unit or impassable terrain, or through a Major river hexside or any other hexside through which the unit could not normally move (see Terrain Effects Chart, separate sheet).

[9.72] Retreats of Friendly units are conducted by the Enemy Player, even in the case of split results; i.e., the Path of Retreat is always determined by the opposing Player, within the guidelines of Case 9.73. Units in a stack may be retreated in different directions.

[9.73] A unit which a Player elects to retreat must, if possible, be retreated into a vacant hex. If no such hex is available, the unit may be retreated into or through a hex that is occupied by one or more Friendly units. However, units may not be retreated into or through a hex in violation of the stacking restrictions; units that would be forced to do so are eliminated instead. Thus, if the Axis Player desired to retreat two German units, and the only retreat path available led into or through a hex occupied by two other German units, only one of the retreating units could successfully be retreated; the other would be eliminated, as it cannot violate stacking restrictions (see Case 7.1).

[9.74] Units may retreat through other Friendly units, within the bounds of Case 9.73, without disturbing the non-retreating units. The non-retreating units are not affected by the retreating units; they do not have to move out of the way of the retreating units.

[9.75] If a unit is forced to retreat into a Friendly occupied hex and that hex then undergoes an attack (regular or Overrun) the retreated unit does not add its strength to the units in the hex. However, if that new hex suffers any combat result (loss or retreat), the previously retreated unit is automatically eliminated, regardless of whether the Player decides to retreat or not.

[9.8] ADVANCE AFTER COMBAT

[9.81] Whenever an Enemy unit is forced to retreat (or is eliminated) leaving the hex vacant as a result of combat, it will leave a path of vacant hexes behind it called the Path of Retreat. Any or all Friendly victorious units which participated in the combat are allowed to advance along the Enemy Path of Retreat.

[9.82] The advancing victorious units may cease advancing in any hex along the Path of Retreat.

[9.83] Advancing victorious units may ignore Enemy Zones of Control.

[9.84] An advancing unit may not stray from the Path of Retreat (however, see Case 9.86).

[9.85] The option to advance must be exercised immediately, before any other combat resolution. Units are never forced to advance after combat (but see Cases 6.51 and 6.57). After advancing, units may neither attack nor be attacked (if they are advancing defending units) in that Phase (see Case 9.14), even if their advance places them adjacent to Enemy units whose hexes are yet to be resolved or who were not involved in combat. However, advances are useful in cutting off the retreat of Enemy units whose combat has not yet been resolved.

[9.86] If all units in a hex are eliminated, the victorious units may advance a maximum of two hexes after combat. The first hex must be the hex formerly occupied by the destroyed unit(s); the second hex may be any empty hex.

[9.87] Any victorious unit may advance after combat, regardless of whether it was the attacker or the defender in the battle fought (however, see Case 9.86).

[9.88] Advance after combat does not apply to Overrun, which is part of movement.

[10.0] TERRAIN EFFECTS ON MOVEMENT, COMBAT, AND SUPPLY

GENERAL RULE:

The type of terrain that is present in a hex or on a hexside affects the movement of units into that hex or through that hexside. The type of terrain in the hex occupied by a unit affects the chances of success of any attack on that unit. Terrain may also restrict Supply. These terrain characteristics are summarized for each type of terrain on the Terrain Effects Chart (10.6), and explained below.

CASES:

[10.1] HEAVY WOODS AND LIGHT WOODS

[10.11] Mechanized units and cavalry units (all units that can move during the Mechanized/Cavalry Movement Phase) must expend two Movement Points to enter a hex containing Heavy or Light woods. All other units (non-motorized infantry) must expend one Movement Point to enter such a hex.

[10.12] The strength of any unit(s) in a Heavy Woods hex that is attacked is doubled.

Example: If a German 9-9 unit attacked a Soviet 3-4-8 unit that was in a Heavy woods hex, the Soviet unit would defend with a strength of eight and the combat ratio would be 1-1 (see Cases 9.3, Effects of Terrain on Combat, and 10.5, Effects of Mixed Terrain).

[10.2] RIVERS, LAKES, AND SEAS

Note that there are two types of rivers on the game map. Most rivers are delineated with a blue line. Two Major rivers — the Volga and the Don — are delineated with a blue line that is outlined with dark borders. Lakes and Seas have similarly dark border outlines.

[10.21] Except for the Don and Volga Rivers, each river hexside costs all Soviet units one Movement Point, and all Axis units two Movement Points to cross, in addition to the normal expenditure of Movement Points necessary to enter the hex on the other side of the river hexside.

Example: To move from hex N3028 to hex N3027 would cost a Soviet unit two Movement Points (one to cross the hexside and one to enter N3027) and would cost an Axis unit three Movement Points.

[10.22] The strength of any unit that is attacked exclusively through a river hexside (excluding the Don and Volga Rivers) is doubled. The defending unit’s strength is doubled only if all the attacking units are attacking across river hexsides. If one or more attacking units is not attacking across a river hexside, then the river affords no defensive advantage (see Cases 9.3 and 10.5).

[10.23] To cross a Don River hexside, all Soviet units must expend two Movement Points, and all Axis units must expend three Movement Points, in addition to the normal cost to enter the hex on the other side of the Don. However, no unit may ever be moved through a Don River hexside into a hex that is in an Enemy Zone of Control, unless that hex is occupied by a Friendly unit.

Exception: Units may move across the Don into an Enemy Zone of Control during the Friendly Combat Phase during an Advance after Combat. Overruns through Don River hexsides are not permitted.

[10.24] Units attacked exclusively across Don River hexsides have their Defense Strengths tripled.

[10.25] Zones of Control do not extend through Don or Volga River hexsides.

[10.26] Units may cross the Volga River only at Friendly cities (see Case 10.45). At a cost of three Movement Points additionally a unit may be moved through a Volga River hexside from a Friendly Major city or Friendly Minor city hex to any other adjacent hex, or vice versa.

Exception: Units may never move through a Volga River hexside into an Enemy Zone of Control unless the hex moved into is occupied by a Friendly unit. Units may also cross the Volga using rail
movement (see Case 6.39). Overruns across the Volga are not permitted.

[10.27] A unit may never attack through a Volga River hexside.

[10.28] Soviet units may trace Supply to any Friendly Major city or Friendly Minor city in a hex with one or more Volga River hexsides (see 12.15). A Supply line may be traced across any Volga River hexside that can be moved across (i.e., at Friendly Major and/or Minor Cities only).

[10.29] Units may never be moved through, attack across, or trace Supply through an all-lake or all-sea hexside.

[10.3] MOUNTAINS AND ROUGH TERRAIN

[10.31] Mechanized and cavalry units must expend three Movement Points to enter a hex containing rough terrain. Non-motorized infantry units must expend two Movement Points to enter such a hex.

[10.32] The strength of any unit(s) in a rough terrain hex that is attacked is doubled (see Cases 9.3, 10.6).

[10.33] Mechanized and cavalry units are prohibited from entering Mountain hexes (exception to Case 10.43). Unmotorized infantry units (except =mountain units) can be moved into a mountain hex at a cost of three Movement Points. Mountain troops can enter mountain hexes at a cost of two Movement Points.

[10.34] The strength of a unit in a mountain hex which is attacked is tripled unless one or more of the attacking units is a mountain unit, in which case the strength of the defending unit is doubled. Mechanized and cavalry units cannot attack any unit that is in a mountain hex.

[10.35] Supply lines cannot be traced into mountain hexes. Any unit in a mountain hex is automatically unsupplied (see Case 12.11).

[10.4] CITIES AND RAILROADS

Players should note that there are two types of cities on the game map, Major cities and Minor cities. It is also important to note that all cities are treated as if they were (part of) railroads for the purposes of Movement and Supply.

[10.41] The Movement Point cost to move a unit into a hex containing a city or railroad is determined by the other terrain in the hex. That is, if a mechanized unit is moved into a forest hex which also contains a city, two Movement Points are expended; if a unit is moved into an otherwise clear hex containing a city, one Movement Point is expended (Exception: see Case 10.43).

[10.42] Units may be moved through rail and city hexes by rail movement (see Case 6.3).

[10.43] Units that move along a railroad line may treat all terrain in any hexes as "Clear", as long as any such hexes are Friendly-controlled (see Case 10.45).

Example: Assuming hex N3326 to be Friendly-controlled, a German infantry division could be moved from N3426 to N3326 at a cost of one Movement Point. Or, assuming no Axis unit had penetrated across the Don River, the Soviet player could move a unit from hex N1616 to hex N1419 along the railroad that connects those hexes at a cost of four Movement Points, total (Exception: see Case 10.33).

[10.44] All Railroad and City hexes due west of the 28 June 1942 Front Line are assumed to be Axis-controlled at the start of the game. All other rail and city hexes are assumed to be Soviet-controlled.

[10.45] A hex is said to be Axis-controlled if the last unit to occupy or pass through the hex was an Axis unit, or if the hex began the game Axis-controlled and has never been occupied by a Soviet unit. An Axis-controlled hex is Friendly to the Axis Player. Conversely, a hex is Soviet controlled, and Friendly to the Soviet Player, if the last unit to occupy or pass through the hex was a Soviet unit, or if the hex began the game Soviet-controlled and has never been occupied by an Axis unit.

[10.46] Railroads and Minor cities have no effect on combat. Units in a hex containing a railroad and a Minor city may be doubled or tripled depending on the other terrain in the hex or on the hexides any attack is mounted through.

[10.47] The strength of a unit in a Major City which is attacked is doubled (see Cases 9.3).

[10.48] Note that Supply Lines may be traced along uncured rail lines to save on Movement Point costs (see Case 12.14). Any rail hex that is used as part of a Supply path to a Supply Source must have been last occupied by a Friendly unit, if Soviet units are to be traced through that hex at a cost of one Mechanized Movement Point (see Case 10.43). Otherwise, the cost to trace a Supply Line is the full cost of the terrain in that hex (Exception: see Case 10.35).

[10.49] Under certain circumstances, Supply may be traced from railroad hexes or from cities (see Cases 12.15 and 12.23).

[10.5] EFFECTS OF MIXED TERRAIN

[10.51] Movement Point costs to move from one hex to another are cumulative. Thus if an Soviet unit is moved across a river to a clear terrain hex, two Movement Points must be expended — one for the river hexside and one for the clear terrain hex — while if a Soviet infantry unit crosses a river hexside to enter a rough terrain hex, three Movement Points must be expended — one for the river hexside and two to enter the rough terrain hex.

[10.52] If a unit is entitled to more than one defensive bonus, its Defense Strength is tripled. Example: If a unit in a Major city were attacked from the north and east, its Defense Strength would be tripled. Under no circumstances is a unit's Defense Strength ever more than tripled.

[10.6] TERRAIN EFFECTS CHART (see separate sheet)

[11.0] HQ UNITS

COMMENTARY:

While the Red Army that faced the Axis invaders in 1942 was sadder, wiser, and more potent an adversary than the helpless, pitiful giant which Operation Barbarossa had rolled over in the summer of 1941, there were still severe command problems plaguing the Soviets. In part, this was due to the constant interference from on high with operational and tactical details (a difficulty becoming more familiar to the German generals as the war progressed). However, the largest part of the problem could be traced to inadequate staffing, brittle communication (that at this point was still highly vulnerable to the Luftwaffe), jurisdictional conflict, and considerable experience in large portions of the Army. The presence of the HQ units in the game reflects the limitations that the Soviet Army (as well as the considerably less potent Axis Ally Armies) incurred as a result of these insufficiencies.

GENERAL RULE:

HQ units represent organized concentrations of logistical and support troops at the Army level. HQ units serve to coordinate Supply for their respective nationality's troops and as combat units.

CASES:

[11.1] THE LEADERSHIP RATING

Each HQ unit has a Leadership Rating (the number in parenthesis). The Leadership Rating represents three different capabilities:

a) the Communications Radius, which measures the distance in hexes over which the HQ unit can coordinate Supply.

b) the maximum number of Strength Points that may be added by an HQ unit to the Combat Strength of a unit (with which it is stacked) (this is one-half the Leadership Rating for Axis Ally HQ units)

c) the Defense Strength of the HQ unit (this is also one-half the Leadership Rating for Axis Ally HQ units).

[11.2] MOVEMENT OF HQ UNITS

[11.21] HQ units can be moved during both Friendly Movement Phases. However, they pass through all terrain as if they were non-motorized infantry units.

Example: An HQ unit would be moved through light and heavy woods hexes at a cost of one Movement Point (not two).

[11.22] HQ units can be moved by rail (see Case 6.3). HQ units do not count against the per-turn limits (10 for the Soviets and three for the Axis) on the number of units which can be moved by rail.

[11.23] HQ units may be stacked with other units (see Section 7.0), although they do not have to.

[11.3] HQ UNITS AND SUPPLY

[11.31] HQ units co-ordinate Supply for all of their respective nationality's combat units. Combat units (except German ones) must be able to trace a Line of Communications to a Friendly HQ unit of the corresponding nationality which is no longer in hexes than the HQ unit's Communications Radius, and the HQ unit must then be able to trace a Line of Supply (see Case 12.1, Soviet Supply, and Case 12.2, Axis Supply) for the combat units to be in Supply. Soviet, Hungarian, Italian, and Rumanian combat units are never in Supply if they cannot trace a Line of Communications to a Friendly HQ unit.

[11.32] HQ units may coordinate Supply for any number of combat units. There is no limit to the number of units that may be supplied through any one HQ unit of the corresponding nationality.

[11.33] HQ units themselves are in Supply if a Line of Supply can be traced between them and a Supply Source (see Section 12.0). If an HQ unit itself is not in Supply, none of the combat units which trace a Line of Communications to it are in Supply (unless, of course, such combat units can trace a Line of Communications to an alternate HQ unit which is in Supply).

[11.4] HQ UNITS AND COMBAT

[11.41] HQ units exert a Zone of Control. They are treated in all respects like normal combat units, except that they have no Attack Strength. HQ units that are alone in a hex do have a Defense Strength. For Soviet HQ units, the Defense Strength is equal to their Leadership Rating; Axis HQ units have a Defense Strength equal to one-half their Leadership Rating, with any fractions ignored.

Example: The Defense Strength of the Hungarian 2nd Army HQ unit depicted in Section 3.0 would
be two if it were attacked by Soviet units while alone in a hex.

[11.42] An HQ unit is considered to consist of one full step for the purposes of combat losses. If an HQ unit is in a stack of units which incurs a combat loss, the HQ unit may be eliminated to satisfy the step loss requirement, at the option of the owning Player.

[11.43] During the Soviet Player's Combat Phase, HQ units that are combined with one or more combat units of the corresponding nationality may participate in combat with the units with which it is stacked. At his option, the Soviet Player may add the Leadership Rating of one of his HQ units to the Attack Strength of a unit or stack of units that is in the same hex with the HQ unit. At his option, the Axis Player may add one-half the Leadership Rating (ignoring any fractions) of one of his HQ units to the Defense Strength of a unit or stack of units of the corresponding nationality that is in the same hex as the HQ unit. In either case, the value added to the combat unit's total strength may never be more than equal to their strength as adjusted for Supply and terrain.

Example: A Soviet 6-8-8 stack is attacked by an HQ unit with a Leadership Rating of 4. They are in Supply, and they attack an adjacent Axis unit with an Attack Strength of 10 (6 plus 4 for the HQ unit). If the units had been out of Supply, they would have attacked with a strength of 6 (3 plus 3). If a 1-2-8 is stacked with another Soviet HQ unit with a Leadership Rating of 3, their total Attack Strength at maximum is 2 (1 plus 1), as the value added to the combat unit's total strength may never be more than equal to its own strength. If a Hungarian 3-6 in a Major city hex were stacked with the Hungarian HQ unit and in Supply, their Defense Strength would be 8 (6 — the combat unit's strength is doubled by the city — plus 2).

Note: Soviet HQ units never add anything to the Defense Strength of units they are stacked with, and Axis HQ units never add anything to the Attack Strength of units they are stacked with. HQ units do have their own intrinsic Defense Strength (see Case 3.41) which is used if an HQ unit alone is attacked.

[11.44] If an HQ unit participates in combat in accordance with Case 11.43, then it must retreat if the combat units with which it is conducting the combat retreat. It may advance after combat, if the combat units conducting the combat do so. The Leadership Rating of an HQ unit is not affected by terrain, Supply, or anything else; it is always utilized at its basic (printed) value for all purposes.

Exception: An HQ unit defending by itself (only) may have its Defense Strength doubled or tripled due to terrain considerations (see Case 10.6).

[11.45] If an HQ unit is not involved in combat, and all the combat units in its hex are retreated, then the HQ unit must also be retreated the same number of hexes as the last combat unit to be retreated.

[11.46] HQ units may not participate in Overruns, other than to defend against them if stacked alone.

[11.47] Soviet, Hungarian, Italian, and Rumanian combat units may not attack unless they are within the Communications Radius of an HQ unit of the same nationality. Note that a unit may be out of Supply — because the only HQ unit it can trace a line of Communications to is unable to trace a Line of Supply to a Supply Source — and still be able to attack (although within the Communications Radius of the HQ unit (see Case 11.31). Combat units may defend at half strength without the presence of an HQ unit; they do not need an HQ unit to defend themselves.

[11.5] EVACUATION OF SOVIET HQ UNITS

The Soviet Player may "evacuate" any number of HQ units during the game. At the beginning of his first Movement Phase in each Game-Turn, he may choose to evacuate any number of Soviet HQ units. These are simply removed from the map and placed on the Game-Turn and Reinforcement Track. Three Game-Turns later, the Soviet Player may return the HQ unit to the game-map as if it were a regular reinforcement. Note that Soviet and German Air units may be evacuated in this manner (see Case 14.6).

[12.0] SUPPLY

GENERAL RULE:

Units must be in Supply to be able to use their full Strength and Movement Allowance. If a unit is not in Supply, it is penalized in terms of Combat and Movement capabilities. A German unit in Supply has an additional Movement Point in length and may not pass through an Enemy Zone of Control (Exception: see Case 8.24). Enemy units, or impassable terrain. The Supply Line is traced by determining the number of Movement Points that a mechanized unit would have to expend if it were moving to the nearest Soviet Supply Source; if this number is 12 or less, the HQ unit is in Supply. Although a Player may not utilize Rail Movement Points to trace a Supply Line to a valid Supply Source, the Supply Line may be traced along a Friendly-controlled railroad, just as a Friendly mechanized unit can be moved along such a railroad at the mechanized unit movement rate (see Cases 10.43, 10.48).

[12.15] The following are valid Supply Sources for the Soviet Player: any Soviet-controlled rail hex (see Case 10.45) connected by a continuous line of Soviet-controlled rail hexes to the eastern, northern, or southern map edges, or to the Volga River. In addition, all Soviet-controlled towns on the Volga River are valid Soviet Supply Sources.

[12.2] AXIS SUPPLY

The method for determining whether or not Axis-ally units are in Supply is similar to the method used for the Soviet units. German units, however, do not use HQ units to co-ordinate Supply, and instead Supply Lines are traced directly from German units to Supply Sources.

[12.21] HQ units coordinate Supply for Hungarian, Italian, and Rumanian units. In order for any such combat unit to be in Supply, a Line of Communications must be able to be traced to an HQ unit of the same nationality and a Line of Supply must be able to be traced from that HQ unit to a valid Axis Supply Source (see Case 12.23). All the restrictions listed in Cases 12.11, 12.12, 12.13, and 12.14 apply, except that the Line of Supply can be of lower mechanized Movement Points (also see Case 11.13, HQ Units and Supply).

[12.22] In order for a German unit to be in Supply, a Supply Line of so more than 14 mechanized Movement Points must be traced to a valid Axis Supply Source. This Supply Line is traced in the same manner as one is traced for an HQ unit (see Case 12.14).

[12.23] The following are valid Axis Supply Sources: any rail hex west of the 26 June 1942 Front Line, or any cleared hexes (see Case 6.4) that is connected by an unbroken string of Axis-cleared rail hexes, free of Enemy Zones of Control (Exception: see Case 8.24) and Enemy units, leading back to an Axis-controlled Rail hex west of the 26 June 1942 Front Line, and any truck unit which is part of a Truck Supply Chain (see Case 12.3).

[12.3] TRUCK SUPPLY CHAINS

(Axis Only)

[12.31] The Axis Player may use truck units to augment the reach of his Supply net. If a truck unit is within hexes from a valid Axis Supply Source, it can constitute a Truck Supply Chain. Any number of truck units can participate in a Truck Supply Chain; the first Truck unit must be within five hexes of any valid Axis Source, the se-
German units in Supply; obviously, a unit which has two steps and has not lost any steps requires two steps of Air Supply, and so forth.

All units being supplied by the expenditure of one Air Point must be able to trace a Line of supply to each other. That is to say, one Air Point can supply a group of units that are within 14 mechanized Movement Points of each other, and may not supply a widely separated group of units.

Only the Axis Player may use Air Points to supply combat units. The Soviet Player does not have this option.

Air Points may be expended for Supply purposes at any time during a Game-Turn. That is to say, Air Points may be expended to supply Axis units during the Initial Movement Phase, or to Axis Combat Phase, or the Soviet Combat Phase (to supply German units under attack). An expended Air Point supplies German units only for the Phase during which it is expended; i.e., if an Air Point is expended during the Initial Movement Phase, the units supplied thereby are in Supply only for that Phase, and will not be supplied by the Air Point during the subsequent Combat Phase.

Air units may never be used to supply German units in mountain hexes. In other words, Air Supply does not extend into the mountains.

In order for an air unit to conduct operations of any sort, the air unit must be in Supply itself. Supply for air units is determined in the same manner as for all other units. Air units may expend Air Points to keep themselves in Supply; one Air unit counts as a single step for Air Supply purposes.

No German unit may be supplied by Air Supply unless it is within range of the air unit that expends an Air Point(s) to supply it. (The range of German Air Units is 20 hexes.)

All units that are not in Supply have their Movement Allowance and Combat Strengths halved. All fractions are rounded down. Thus, an out-of-supply Soviet Infantry Division is worth four Combat Strength Points and has a Movement Allowance of four.

A unit's Strength or Movement Allowance may never be reduced below one.

All units are considered to be in Supply during the first Movement Phase of their entrance into the game. After that Phase, they must establish a regular Supply Line.

Units may remain out of Supply indefinitely; they are never lost solely for lack of Supply.

There can never be more than one Railhead marker present in any one Truck Supply Chain in any one Game-Turn, regardless of length. Should a Railhead marker be used to supply one or more units in a Game-Turn, it must be removed from the map during that Turn's Game-Turn Indication Inter-Phase, and a new Railhead marker cannot be placed on the first truck unit of the Chain until the subsequent Game-Turn Indication Inter-Phase.

There is no limit to the number of separate Truck Supply Chains which can draw off of any other Axis Supply Source.

Truck units are moved as mechanized units, with a Movement Point Allowance of 13. Truck units have no combat capacity, but like Air units, can never be destroyed. However, Soviet units can move into and through a hex occupied solely by a truck unit. If a Soviet unit is moved into a hex containing a truck unit, that truck unit is removed from the map and may be returned to the game as a reinforcement three Game-Turns later by the Axis Player.

If any truck unit that is part of a Truck Supply Chain is moved by the Axis Player or removed from the map, any Railhead marker in that Chain is immediately removed from the map and cannot be utilized thereafter for Supply purposes.

Air Supply (Axis Only)

As explained in the Air rules (13.0), German Air units may expend Air Points to Supply German combat units (only).

Each Air Point expended for the purpose of supplying German combat units is capable of supplying five steps of units. This is to say, the expenditure of one Air Point for Supply purposes would allow the Axis Player to place five steps of

**CASES:**

**13.1 PLACEMENT OF UNTRIED UNITS**

All Untried units, whether they start the game on the game-map or enter the game later as reinforcements, are deployed on the game-map in their Untried state. When a Player is directed to select an Untried unit to deploy on the game-map, he selects one at random from among those that have not yet been used in the game. Neither Player should be aware of the actual Strengths of Untried units until they are revealed in accordance with 13.2.

**13.2 HOW UNTRIES ARE REVEALED**

Once the units are placed and play begins, units remain in their Untried state until they are involved in combat. Once a unit has been committed to combat, the true Strength of the unit is revealed; however, the moment of revelation comes only at the instant of combat; i.e., neither Player may see what the actual Strengths of the units are until it is time to throw the die for that particular combat. Once units have been committed in combat, they may not be withdrawn or re-assigned, even if the odds are unfavorable.

**13.3 "NO-STRENGTH" UNITS**

Certain combat units have no Combat Strength. These units are removed from the game at the instant of revelation, as they can neither attack nor defend. However, the moment as they remain in Untried state, they have a Zone of Control and Block Supply and retreat lines, etc.

**13.4 ELIMINATED UNTRIED UNITS**

All eliminated Soviet rifle divisions are kept separate from the rifle divisions that have yet to enter the game; once a unit is eliminated, it may not re-enter the game as a reinforcement. Eliminated Soviet rifle divisions with a Combat Strength of four or less may be used as the second step for rifle divisions with a Combat Strength of six or more (see Case 9.69).

**14.0 AIR UNITS**

**GENERAL RULE:**

Both Players have a number of Air units. These are counters which represent the air support capacities of the two German Air Corps and Soviet Air Armies. Air units are able to affect combat and Enemy movement. In addition, German Air Units can provide a limited amount of logistical support for Axis troops.

**PROCEDURE:**

During any Phase of his Player-Turn and during the Soviet Player's Combat Phase, the Axis Player may expend Air Points to affect the outcome of combat and/or Overrun resolutions. During any Phase of either Player-Turn, the Axis Player may expend Air Points to put Axis units in Supply. During either Player's Combat Phase, the Soviet Player may expend Air Points to affect the outcome of combat resolutions. During his Friendly Air Interdiction Phase (only), each Player may expend Air Points on Air Interdiction.

**CASES:**

**14.1 CHARACTERISTICS AND RESTRICTIONS**

All air units must be supplied in the same way that other units of the same Player must be supplied (see Section 12.0). An unsupplied air unit may not expend any Air Points.

**13.0 UNTRIED UNITS**

**GENERAL RULE:**

The Combat Strengths of Soviet Rifle and Cavalry Divisions (excluding Guards Divisions), as well as most Axis-allied units which have not yet participated in combat, are unknown to both Players. All such units are initially placed on the game-map with their Untried side face-up. As the game progresses and opposing units engage in combat with one another, the Untried units will gradually be revealed, as the counters are inverted whenever they are involved in combat and remain revealed (tried and true, perhaps?) thereafter.
[14.12] Air units move by rail (only) during the initial Friendly Movement Phases of each Game-Turn only. An air unit may only be moved if it has not expended any Air Points in the Game-Turn in which it is moved. Furthermore, an air unit that is moved may not expend any Air Points for the remainder of the Game-Turn in which it is moved.

[14.13] Air units may never be destroyed. Enemy units may move into a hex occupied solely by a Friendly air unit; air units have no Zones of Control. If an Enemy unit moves into a hex containing an air unit, the air unit is removed from the map and enters as a reinforcement three Game-Turns later.

[14.14] Soviet air units have a range of 12 hexes; Axis air units have a range of 20 hexes. Basically, an air unit may not affect any combat, place any Air Interdiction marker, or supply any unit that is outside its range.

[14.15] In order to conduct operations, an air unit must be kept in Supply.

[14.2] AIR UNITS' EFFECT ON COMBAT

[14.21] After the ratio for a given combat has been calculated and all other factors taken into account, either or both Players may use Air Points to affect the combat.

[14.22] The attacking Player must first announce whether he will expend any Air Points to affect the combat; after he has done so, the Defending Player must announce whether he is expending Air Points.

[14.23] The expenditure of an Air Point on a given combat adjusts the die-roll for the combat up or down (at the Player's option). Thus, if one Player were to expend an Air Point on a combat, he would have the option of either adding one or subtracting one from the die-roll for that combat. The Player would have to announce whether he was adding to or subtracting from the die-roll before actually rolling the die.

[14.3] AIR UNITS' EFFECT ON OVERRUNS

Subject to the same restrictions outlined in Case 14.2, the Axis Player (only) may expend Air Points to affect die-roll resolutions for Overruns that he conducts with Friendly units. The Soviet Player may never expend Air Points on Overruns, whether conducted by the Axis or Soviet Player.

[14.4] AIR INTERDICT

[14.41] During the Friendly Air Interdiction Phase, the Phasing Player may place Air Interdiction markers on the game-map. The Player may place twice as many Air Interdiction markers as Air Points his air units expend for Interdiction purposes. An Air Interdiction marker must be placed within range of the air unit that is expending the Air Point for its placement.

[14.42] Interdiction markers do not affect stacking limitations.

[14.43] If an Air Interdiction marker is placed on a railroad hex, an Enemy unit moving by rail through that hex would have to expend an additional four Railroad Movement Points to do so.

[14.44] If a unit moves normally into an Interdicted hex, it must pay one Movement Point above and beyond the normal Movement Point cost for that hex in order to do so.

[14.45] Only one Air Interdiction marker may be placed in a given hex. All Air Interdiction markers are removed at the beginning of the Enemy Air Interdiction Phase.

[14.46] Air Interdiction markers have no effect on Supply. Units may freely trace Lines of Supply through Interdicted hexes.

[14.47] Air Interdiction markers may be placed in Enemy-occupied hexes.

[14.5] SUPPLYING UNITS

[14.51] The Axis Player may expend Air Points to supply Axis units. The Soviet Player does not have this option.

[14.52] The expenditure of one Air Point for Suppy purposes allows five steps of Axis units to be supplied. All units supplied by a given Air Point must be within 14 mechanized Movement Points of each other, and within range of the air unit expending the Air Point (see Case 12.4, Air Supply, for more information).

[14.6] EVACUATION OF AIR UNITS

Air units may be evacuated in the same way that Soviet HQ units are (see Case 10.4).

[14.7] HOW TO MARK THE EXPENDITURE OF AIR POINTS

Each counter representing an air unit is printed on both sides. On one side is the air unit's identification and the numeral 0; on the other side is the air unit's identification and the numeral 1. At the end of each Game-Turn during the Game-Turn Record Inter-Phase, each Player deploys all Friendly air units on the map such that the side of the counter with the 0 is face-up. This indicates that the air unit has expended no Air Points. Whenever an air unit spends an Air Point, it is immediately flipped over so that the side with the numeral 1 is face-up. German Air units (only) are capable of expending two Air Points in a Game-Turn. When a German Air unit expends its second Air Point, it is again flipped over so that the side with the 0 is again face-up; Players may make a mental note (or written, if desired) that the unit has expended all its Air Points.

[15.0] REINFORCEMENTS

GENERAL RULE:
Both sides receive reinforcements according to the reinforcement schedules for each side which are printed on the Game-Turn and Reinforcement Track (15.5). Reinforcement units must pay the necessary Movement Point costs to enter the first hex on the game-map if they enter from some side of the game-map. If they begin in a Major or Minor city hex (as can Soviet reinforcements), they do not pay Movement Points to be placed on the map. All reinforcements are considered in Supply for the first Player-Turn of their entrance. All Soviet rifle divisions and cavalry divisions arrive in an Untried state (excepting Guards, see Section 13.0).

CASES:

[15.1] AXIS REINFORCEMENTS

Units listed on the Game-Turn and Reinforcement Track are for the most part not listed by historical designation, but only by their strengths.

Example: On the second Game-Turn, the Axis Player receives two German 9-9 infantry divisions and one Slovakian 3-6 infantry division. German Panzer and Panzergrenadier, as well as all SS units, are listed by their historical designations, as these units vary somewhat in strength from unit to unit.

All Axis reinforcements may arrive at any hex along the western map edge. They may arrive at rail hexes and utilize rail movement.

Note: The Axis Player may also receive truck units and combat units additional to those listed on the Game-Turn Record and Reinforcement Track as a result of Directives obtained on the Hitler Directive Table (see Cases 16.7, The Eleven-Army, and 16.8, Additional German Truck Units).

[15.2] GERMAN WITHDRAWALS

The Axis Player is, on occasion, directed to withdraw certain units from the game. These are instances when the units in question were needed elsewhere. Therefore, to fulfill the requirements of the withdrawal order, the Axis Player must remove from his forces the specific unit indicated, or any equivalent unit, should the indicated unit be unavailable for withdrawal.

[15.21] Whenever the Game-Turn and Reinforcement Track calls for the withdrawal of a particular unit in a given Game-Turn, at the beginning of the Axis Player's Initial Movement Phase, before any units are moved, he simply removes the unit from the map, if it is available for withdrawal. This action satisfies the withdrawal order.

[15.22] A particular unit is unavailable for withdrawal if: a) that unit has been eliminated or, in the case of a mechanized unit, a constituent part of that unit has been eliminated; b) that unit has been previously withdrawn in place of another unit that was unavailable for withdrawal; c) the Axis Player determines that he cannot withdraw the unit in question; d) the unit, or any constituent part thereof, is in an Enemy Zone of Control.

[15.23] If a particular unit that is ordered to withdraw is unavailable for withdrawal in a given Game-Turn, the Axis Player must substitute another equivalent unit to withdraw. The substitute unit must be the same type (infantry or mechanized) as the original unit, and it must satisfy the requirements of Case 15.22. Note that units withdrawn may be in a reduced state.

[15.24] If the conditions of Case 15.23 cannot be satisfied for any reason, the Axis Player must withdraw a number of units of the requisite type, regardless of whether or not they are in Enemy Zones of Control, whose current strength (in steps) is equivalent to the full original strength (in steps) of the unit ordered to withdraw.

[15.25] If a unit ordered to withdraw enters the game as a subsequent reinforcement (e.g., 11 Panzer Divisions), it always re-enters the game at full strength, regardless of the strength at which it was withdrawn. Note that all units must satisfy the requirements of Case 15.22 to be withdrawn, however.

[15.3] SOVIET REINFORCEMENTS

The Game-Turn Record and Reinforcement Track indicates how many Soviet units appear each Game-Turn as reinforcements on the northern map section and on the southern map section. Reinforcements may be deployed during the Soviet Player's Initial Movement Phase of each Game-Turn on any Soviet-controlled (see Case 10.45) rail hex on the southern, eastern, or northern edge of the game-map, or in any Soviet-controlled city hex. Up to three units (total) may be deployed in any Major city (all hexes); up to one unit may be deployed in each Minor city. Units must be deployed on the map section (northern or southern) they are to be located in. The Soviet Player must announce upon which map section they are to be located. At the start of the game, Soviet units should be divided into five groups (see Case 5.2, Soviet Initial Setup): Untried rifle divisions, Untried cavalry divi-
sions, Guards units (including rifle, cavalry, and non-mechanized NKVD units), mechanized units (including mechanized and tank corps and NKVD mechanized divisions), and HQ units. (There will also be five air armies.) Reinforcements will be taken randomly from among each of these groups, in the amounts listed on the Game-Turn Record and Reinforcement Track (15.5).

[15.4] ACCELERATION OF SOVIET REINFORCEMENTS

The Russian High Command (Stavka) was convinced that the Germans intended an oblique renewal of the 1941 drive on Moscow. This conviction was reinforced by the initial German move to capture Voronezh, which was a logical jumping-off point for an offensive aimed north toward the capital city. Hence, while the city of Voronezh itself was heavily contested, the subsequent German drives to the south were largely ignored at first, and significant Soviet reserves were maintained to check the expected move to the north. Had the Germans crossed the Don in force, or attempted to move north, these reserves would have been more readily released by the Stavka.

[15.41] If at any point during the game an Axis unit occupies or passes through any of the following hexes and the Soviet Player possesses 100 or more Victory Points, the Soviet Player may, at his option, double his reinforcement rate on the north map, starting with Game-Turn two or the current Game-Turn, whichever is later. (The Soviet reinforcements on Game-Turn one cannot be doubled.) The hexes are: 0139, 0840, and 1340.

[15.42] During any Friendly Initial Movement Phase after the conditions of Case 15.41 have been met, the Soviet Player can, at his option, bring in as reinforcements on the north map up to twice as many units as are listed on the Game-Turn Record and Reinforcement Track (15.5). These units must all be deployed on the north map.

[15.43] The accelerated Soviet Reinforcement rate on the north map does not affect the influx of Soviet reinforcements on the south map, which continues to proceed as listed on the Reinforcement Schedule.

[15.44] The option of the Soviet Player to double his north map reinforcements remains in effect for the remainder of the game, or until the Soviet Player’s total of Victory Points is reduced below 100, whichever comes first. The Soviet Player may continue to bring on reinforcements at the accelerated rate until then, or until he runs out of reinforcement units. In the latter case, the Soviet Player simply ceases to bring reinforcements onto the map.

[15.5] GAME-TURN RECORD AND REINFORCEMENT TRACK

(see separate sheet)

[16.0] HITLER DIRECTIVES

COMMENTARY:

At a number of times during the campaign that Drive on Stalingrad simulates, Hitler issued directives or made strategic decisions that affected the outcome of the campaign. The use of the Hitler Directive rules simulates the effects of these decisions, while allowing for some variability.

In a real sense, the Axis Player in this game represents the commanders of the various Army Groups that fought in the area, and not Hitler himself. The Player is therefore limited by Hitler’s decisions. If the Players feel that the Axis Player should have greater control over his forces, they may, if they wish, ignore the Hitler Directives rules; but it should be realized that this will tend to unbalance the game in favor of the Axis.

GENERAL RULE:

Occasionally, the Players will refer to the Hitler Directive Table and obtain some result. The Hitler Directive Table Index will then indicate what limitations are to be placed on the Axis Player as a result of the roll made on the Hitler Directive Table.

Note: At the beginning of the game, there is no Hitler Directive in effect.

PROCEDURE:

During the Hitler Directive Inter-Phase, which occurs at the beginning of each Game-Turn, the Axis Player rolls the die. If an even number is rolled, the Players proceed to the Axis Player-Turn with no further delay. If, on the other hand, an odd number is rolled, the Players must refer to the Hitler Directive Table and roll the die once more to determine whether or not the Nazi Supreme Commander will alter the objectives sought by the Axis Player.

The Players refer to the Victory Point Index on the Game-Map and note the current number of Victory Points accumulated by the Axis Player. See the Hitler Directive Table (16.1), located on the separate Game Charts Display. Each vertical column on the map is keyed to a range of Victory Points, which is printed on the top of the column. Underneath each column is the Die Roll Bonus (a number) which is associated with the corresponding range of Victory Points (at the top of the column). The Axis Player rolls the die. The Die Roll Bonus is added to the die roll, and then the number of the current Game-Turn is subtracted from the resulting number to yield the final result. The "adjusted" die roll is cross-indexed with the range of Victory Points to yield the Hitler Directive (a code letter).

The Players then refer to the Directive Contents Index (16.24), see Game Charts Display. This Index lists the particulars of each Hitler Directive (letter result) on the Hitler Directive Table. All the particulars listed on this table as being in effect for a given result are considered to be in effect immediately, whenever such a result on the Hitler Directive Table is obtained.

Example: At the beginning of Game-Turn Seven, the Axis Player has 75 Victory Points. During the Hitler Directive Inter-Phase of that Game-Turn, he rolls an odd number, and therefore consults the Hitler Directive Table. Consulting the 60-to-84 Victory Point Range column of the Table, the Axis Player rolls a 4. The Die Roll Bonus of 11 is added to the die roll to yield a sum of 15. The number of the current Game-Turn is subtracted from this sum to yield a final result of 8. Cross-indexing the 8 with the 60-to-84 column, the Players discern that Hitler Directive F is in effect, and consult the Directive Contents Index to learn the particulars of that Directive.

CASES:

[16.1] HITLER DIRECTIVE TABLE

(see separate sheet)

[16.2] HOW TO USE THE DIRECTIVE CONTENTS INDEX

There are six possible letter-coded results on the Hitler Directive Table. Whenever one of these is obtained, the Players consult the Directive Contents Index to determine what combination of conditions and requirements is applicable to the Axis Player as a result of that particular Hitler Directive.

[16.22] Basically, there are up to five different elements that may compose a "Hitler Directive". These include a restriction on the number of divisions which the Axis Player can operate east of the Don River, a restriction on the number of German mechanized divisions which can be deployed on the northern map section of the game-map, a restriction on the way the Axis Player may move units such that they may not be "retrofitted", a mandated disposition of the German 11th Army, and imperatives to capture particular geographic points within a given time limit. Each of these five basic elements is explained below.

[16.23] Any Hitler Directive put into effect due to a die roll on the Hitler Directive Table remains in effect indefinitely. The only way a Hitler Directive can be repealed is for the Die Roll on the Hitler Directive Table to yield a different result. In that case, the old Directive immediately loses all force, and the conditions and requirements of the new Directive take effect.


(see separate sheet)

[16.3] DIVISIONS ACROSS THE DON

The Axis Player may be limited in the number of divisions which he can deploy east of the Don River. (In the campaign, Hitler forbade any Axis units to operate across the Don River except at Stalingrad.)

[16.31] The restricted area is defined as those hexes east of the Voronezh-Don River system starting with hex N0139 and continuing south along the Don to hexrow N2700 inclusive. Hence, the limit on the number of divisions in or north of hexrow N2700 and east of the Don River.

Units in this area are said to be across the Don. Note, however, that the area north of the Don-Voronezh confluence that is between the two rivers is exempt from this prohibition; i.e., an Axis unit may always be east of the Don regardless of any restrictions so long as it is west of the Voronezh River.

[16.32] The number of divisions which the Axis Player may deploy across the Don is listed in the "Divisions across the Don" horizontal column of the Directive Contents Index and may vary depending on which Hitler Directive is in effect. Note that if Directive F is in effect, or if no Directive is in effect, then there is no limit on the number of divisions which may be deployed across the Don.

[16.33] If at the end of any Axis Player-Turn, there are more divisions across the Don than are allowed by the Hitler Directive currently in effect, the Axis Player must immediately remove from the game-map enough units from those in the area to fulfill the restrictions. The excess units will be considered to have been sent to Leningrad to participate in an offensive aimed at capturing that city. They never return to the game.

[16.34] For the purposes of this rule, a German Panzer or Panzer Grenadier division is considered to be across the Don if any of its constituent parts are in the area described in Case 16.31. Hence, for the purposes of counting the number of divisions across the Don, one lone regiment counts as a full division if it is the only regiment of that division present.
[16.4] MECHANIZED DIVISIONS IN THE NORTH

The Axis Player may be limited in the number of German mechanized units which he may deploy on the northern map section. The restriction and penalty for violation is precisely the same as described in Case 16.3, except that the restriction applies only to German mechanized divisions, and the area is the entire northern map section of the game-map. The number of German mechanized divisions which the Axis Player may deploy on the northern map section is listed in the "Mechanized divisions in the North" horizontal column of the Directive Contents Index.

[16.5] NO RETREATS!

The experience of the Russian Winter Offensive before Moscow in 1941 made a very deep impression on Hitler. Against the hysterical advice of his Generals, the Fuehrer had insisted on standing fast against the Russian attacks and was clearly proved right, as the German front, though battered, held fast, and a rout was avoided. Consequently, Hitler and the local commanders would tend to faint-heartedness and came to believe that standing fast was the proper response to Russian attacks under any and all circumstances.

[16.51] If the No Retreats order is in effect (see 16.24) any hex that is in an Axis unit’s Zone of Control at the beginning of the Axis Player’s Player-Turn must be in an Axis unit’s Zone of Control as long as the unit remains in force. In other words, the Axis Player’s Player- Turn, unless another hex in the same hexrow further to the east is in the Zone of Control of an Axis unit. (Exception: see Case 16.53). For example, if at the beginning of an Axis Player- Turn hex N302B is in the Zone of Control of an Axis unit, at the end of that same Axis Player- Turn, hex N302B must be an Axis Unit’s Zone of Control (not necessarily the same unit), unless another hex in the same hexrow further east is now in an Axis Zone of Control (e.g., N3025).

[16.52] Note that there is no restriction on the movement of units per se; nor is there any requirement that any given hex be in an Axis Unit’s Zone of Control at any time. The only requirement is that the easternmost hex in each hexrow to be in an Axis Zone of Control at the start of the Axis Player- Turn must be in a Zone of Control at the end of the Axis Player- Turn, unless a hex further to the east has been so placed.

[16.53] The Axis Player may always retreat units after combat during his Combat Phase, as he sees fit. Any hexes "surrendered" out of an Axis Zone of Control during the Axis Combat Phase are exempt from the requirements of Case 16.51. Note that there are no restrictions on axes retreats during the Soviet Player- Turn whatsoever.

[16.54] The No Retreat order does not apply to any hexes south of hex-row N3600.

[16.55] Should the Axis Player fail to maintain a hex in an Axis unit’s Zone of Control as required by Case 16.51, the Soviet Player receives 1 Victory Point for each such hex, at the end of the Axis Player- Turn.

[16.6] GEOGRAPHIC IMPERATIVES: Capturing Cities

Hitler was obsessed with the notion that Russia would be driven out of the war if only he could cut off her oil supply. That was the entire raison d’etre for the southern offensive in the first place. However, as Russian resistance — at first — so swiftly and tantalizingly evaporated in the South, it seemed to Hitler that the Soviet will to resist was teetering on the brink, and that one more push might well be decisive. After considerable tem- porizing, he elected to take Stalingrad in addition to the oil fields of the Caucasus. Thus he divided his forces to pursue two widely divergent objectives, convinced that the Red Army was on the verge of collapse, and determined not to allow it any respite.

[16.61] For each of the six Hitler Directives listed on the Directive Contents Index, if a number is listed on the horizontal column of a particular city, then that city must be captured by the Axis Player by the listed Game-Turn, or two Game- Turns after the Game-Turn in which that particular Directive is obtained, whichever comes last. For example, on Game-Turn Two, a heretofore lucky Axis Player has to roll on the Hitler Directive Table for the first time and obtains Directive A. Assuming the Axis Player had not already captured Voronezh, whose capture is mandated by Game-Turn Three, he would have until Game-Turn Four to do so.

[16.62] A city has been captured by the Axis Player if every hex of it is Friendly to him (Exception: see Case 19.21); that is, if an Axis unit was the last to occupy or pass through every hex of the city (see Case 19.11).

[16.63] If by the end of the mandated Game-Turn the Axis Player has failed to capture an objective, and the Directive requiring its capture is still in force, the Soviet Player receives two Victory Points immediately. For each Game-Turn thereafter that the Axis Player fails to capture the city (as long as the Directive remains in force), the Soviet Player receives another two Victory Points. However, the Soviet Player may never receive more Victory Points than the Victory Point value of the City itself. For example, if the Axis Player were directed to capture Tuapse by Game-Turn 16 and fails, the Soviet Player would receive two Victory Points. If at the end of the 17th Game-Turn, the Allied Player had still not captured Tuapse, the Soviet Player would receive another two Victory Points. At the end of Game-Turn 18, in the face of continued Axis failure, the Soviet Player would receive one more Victory Point, for a total of five.

[16.64] Players should note that for the Soviet Player, failure to capture an Axis failure to capture a city, the Directive mandating capture of the particular objective must still be in force. It should be clear than an Axis Player can gamble and ignore a Hitler Directive, hoping the Fuehrer will, in effect "change his mind" before the crunch. While a City may be named an objective more than one time, the Soviet Player cannot ever receive more Victory Points for an Axis failure to capture a City than that City's total Victory Point value during the course of the game. Players should make a note of (a) precisely which cities the Axis Player is directed to take at any point in the game and by when, and (b) how many Points the Soviet Player has collected for each City that the Axis Player has failed to capture on schedule.

[16.7] THE ELEVENTH ARMY

If, during Game-Turns Three, Four, or Five, Hitler Directive C or D is in effect, the Axis Player can take as reinforcements immediately, in addition to any normally scheduled, the German infantry divisions of the Eleventh Army. These include five full-strength German infantry divisions (9-9s) and one German Jaeger division (a 6-9). For those who are utilizing historical designations, the particular divisions are the 22nd, 24th, 72nd, 132nd, and 170th Infantry Divisions, and the 28th Jaeger Division. These divisions can be taken as reinforcements in any Game-Turn starting with the one in which the C or D Directive was obtained, but only if one of those results is in effect during any of the listed Game-Turns. Otherwise, the units are never brought into play.

[16.8] ADDITIONAL GERMAN TRUCK UNITS

On any even-numbered Game-Turn on which Hitler Directive C or D is obtained or is in effect, the Axis Player may take as a reinforcement an additional truck unit, up to a maximum of six additional truck units.

[17.0] CONTINUOUS FRONT

GENERAL RULE:

Both Players must maintain an unbroken line of Friendly units and/or Friendly Zones of Control from the northern edge of the northern map section to hex-row N3600 inclusive.

Note: There is no continuous front requirement for the southern map section.

CASES:

[17.1] REQUIREMENTS

[17.11] At the end of each Game-Turn, during the Game-Turn Record Inter-Phase, each Player must have a continuous front, such that an unbroken line of hexes exists stretching from a hex along the northern edge of the game-map south to hexrow N3600. Each hex in this line must either be occupied by a Friendly combat unit or in a Friendly Zone of Control.

[17.12] Only combat units (including HQ units) can form part of a continuous front. Air units, truck units, or markers of any sort cannot be counted as part of a continuous front.

[17.2] PENALTIES

During any Game-Turn Record Inter-Phase in which the Axis Player does not have a continuous front, the Soviet Player receives one Victory Point immediately. During any Game-Turn Record Inter-Phase in which the Soviet Player does not have a continuous front, the Axis Player receives one Victory Point. Both Players may receive a Victory Point in the same Game-Turn, if neither has a continuous front.

[18.0] SOVIET RETREATS

GENERAL RULE:

At a cost in Victory Points, the Soviet Player is allowed to conduct a special strategic withdrawal. On the other hand, the Soviet Player is restricted in the circumstances in which he may retreat east of the Don River.

CASES:

[18.1] SOVIET STRATEGIC WITHDRAWAL

The Soviet Player may ignore any and all unFriendly Zones of Control during his Initial and Mechanized Movement Phases in order to conduct a strategic withdrawal.

[18.11] During the Friendly Movement Phases of any Game-Turn, the Soviet Player may ignore Axis Zones of Control in moving any unit that is being moved east only. Each hex that any unit ignoring Axis Zones of Control enters must be east of the hex it is moved out of.
[18.12] Any unit that moves through Axis Zones of Control in accordance with Case 18.11 during the Initial Movement Phase cannot attack during the Soviet Player's Combat Phase. Any unit that attacks during the Soviet Player's Combat Phase, cannot execute a strategic withdrawal during the Mechanized Movement Phase.

[18.13] Axis Zones of Control are ignored for the purposes of movement in accordance with Case 18.11 only. They are never ignored for purposes of combat or judging Supply. They are also not ignored for rail movement; strategic withdrawals cannot be conducted by rail.

[18.14] In any Game-Turn during which one or more Soviet units execute a strategic withdrawal, the Soviet Player loses one or more Victory Points. For any given Game-Turn, the number of Victory Points lost is equal to half the number of that Game-Turn (ignore fractions).

Example: For conducting a strategic withdrawal on Game-Turn Two, the Soviet Player would lose one Victory Point, for conducting a strategic withdrawal on the Game-Turn Two, the Soviet Player would lose two Victory Points. The Points are subtracted from the Soviet Player's total during the Game-Turn Record Inter-Phase of the Game-Turn during which the withdrawal is conducted.

[18.2] RESTRICTIONS ON SOVIET RETREAT EAST OF THE DON
Except if Axis units push across the river, Soviet units must be adjacent to the Voronezh-Don system. The Soviet Player is prohibited from voluntarily surrendering territory east of the Don River on the northern map section.

[18.21] Starting with Game-Turn Four, in the Game-Turn Record Inter-Phase, each hex directly adjacent to one or more Don-Voronezh River hexes must be either occupied by a Soviet combat unit or in a Soviet Zone of Control, on the east side of the river. If the Soviet Player has no river hex occupied by Soviet units south of the Don River or if the Soviet Player is not able to occupy the hexes adjacent to the Don River, the Soviet Player will be unable to execute a strategic withdrawal.

[18.22] During the Game-Turn Record Inter-Phase of Game-Turn Four, and any Game-Turn thereafter, the Axis Player receives one Victory Point for each hex for which the conditions of Case 18.21 are not met. Exception: If one or more Axis units are across the Don (see Case 16.31), the Axis Player receives no Victory Points. Also, the Axis Player receives no Points for any hex in a hex row which includes a hex east of the Don River containing one or more Soviet units or ZOCs.

[18.23] Any hex that is in a Soviet unit's Zone of Control at the conclusion of the Soviet Player's Combat Phase in the area described in Case 16.31 must be in a Soviet unit's Zone of Control at the conclusion of that Soviet Player-Turn, unless another hex in the same hexrow further to the west is in the Zone of Control of a Soviet unit (Exception: see Case 18.2).

[18.24] The Soviet Player may always retreat units after combat during his Combat Phase as he desires. Any hexes "surrendered" out of a Soviet Zone of Control during the Soviet Combat Phase are exempt from the requirements of Case 18.23.

[18.25] The restrictions on Soviet retreats do not apply to hexes outside of the area described in Case 16.31.

[18.26] Strategic withdrawals in the area described in Case 16.31 are prohibited.

[19.0] HOW TO WIN THE GAME

GENERAL RULE:
Victory is decided by Victory Points. Players receive Victory Points for controlling certain geographic locations, as well as for actions they take or their opponents either take or fail to take. The Axis Player can win the game at any point by achieving a 3:1 superiority in Victory Points. If he fails to do so, the Players compare their point totals at the end of the game to determine the outcome of the game.

PROCEDURE:
Printed on the map is the Victory Point Index. Each Player keeps track of his current total of Victory Points on the Victory Point Index. The Index may be adjusted during the course of the Game-Turn or during the Game-Turn Record Inter-Phase.

If at any point, the Axis Player achieves a 3:1 or better superiority in Victory Points, the game ends in a Decisive Axis Victory. If not, Players continue to the end of Game-Turn Twenty-Five, and then compare Victory Point totals. If the Axis Player has a superiority in Victory Points of between 2:1 and 3:1, the game is a Marginal Axis Victory. If the Axis Player has a superiority of between 1:1 and 2:1, the game is a Marginal Soviet Victory. If the Axis Player has the same number or fewer Victory Points than the Soviet Player, the game is a Decisive Soviet Victory.

CASES:

[19.1] VICTORY POINT AWARDS

[19.11] A Player receives Victory Points for being in control of a city. A Player is in control of a given city if the last unit to occupy each hex of that city was friendly, or each hex of the city is occupied by a Friendly unit (Exceptions: see Cases 19.21 and 19.22). Players may use the Axis and Soviet Control Markers to indicate which Player controls each significant city hex. A Player who loses control of a city (by losing control of one or more of its hexes) immediately loses a number of Victory Points equal to the Victory Point Value of that city (see Case 19.2). A Player who gains control of a city (by gaining control of all the hexes of a city) immediately gains a number of Victory Points equal to the Victory Point Value of that city. Note that it is possible for neither Player to control a city, if both simultaneously control different hexes of it. See Case 5.1 for which cities are controlled by whom at the start of the game.

[19.12] The Axis Player may receive double the Victory Point Value of certain cities if he captures them by a certain point in the game (see Case 19.2). If he receives such a bonus, he can never lose the bonus Victory Points; if the Soviet Player regains the city he would lose only the regular Victory Point Value of the city.

[19.13] A Player receives Victory Points if the opposing Player fails to avoid a prohibited retreat (see Cases 16.55 and 18.27). Any Victory Points due the Soviet Player are accorded him at the end of the Axis Player-Turn, and any Victory Points accrued by the Axis Player for this are added to his total at the end of the Soviet Player-Turn.

[19.14] The Soviet Player can receive Victory Points for Axis Player failure to capture particular objectives in accord with Hitler Directives (see Case 16.63). Such Victory Points are awarded during the Game-Turn Record Inter-Phase.

[19.15] A Player may receive a Victory Point if his opponent fails to maintain a continuous front (see Case 17.2). Such Points are added to the current Victory Point totals during the Game-Turn Record Inter-Phase.

[19.16] The Soviet Player can lose Points by conducting a strategic withdrawal (see Case 18.14). Such Points are subtracted during the Game-Turn Record Inter-Phase of the Game-Turn in which the withdrawal is conducted.

[19.2] CITY VICTORY POINT VALUES

See the game-map or the separate sheet chart for values.

[19.21] Any Player in control of hexes N0741 and N0841 is in control of Voronezh, regardless of whether or not the third hex of that city is controlled by the same Player.

[19.22] To control Astrakhan, the Axis Player must exit three divisions off the east edge of the map from hex S1001 and have at least one unit in hex S1001. Axis units exited off the map may return to hex S1001 only if an Axis unit is present in that hex. Axis units exited off the map from S1001 are considered to have been eliminated if no Axis unit is present in S1001 for three consecutive Game-Turn Record Inter-Phases (and the city reverts to Soviet control in this case).

[20.0] HISTORICAL ORDER OF BATTLE

[20.1] AXIS ORDER OF BATTLE

Note: Units with asterisk (*) are returning after previous withdrawal.

As of 28 June 1942:

17th Arme (between hexrows N3700 and coast of the Sea of Azov, inclusive):
German Infantry Divisions: 9, 76, 94, 111, 198, 295, 370
German Mountain Division: 4 Mt
Italian Infantry Divisions: Torino, Fasubio
Italian Motorized Division: Celere
(8th Italian Army HQ)

1st Panzer Arme (between hexrows N2900 and N3600 inclusive):
German Panzer Divisions: 44, 62, 68, 71, 257, 297, 384
German Jaeger Divisions: 97 Jg, 101 Jg
German Mountain Division: 1 Mt
German Panzer Divisions: 16th Pz (36 Pz Rgt, 103 Pz Rgt), 16th Pz (2 Pz Rgt, 64 Pz Rgt, 79 Pz Rgt), 22 Pz (204 Pz Rgt, 129 Pz Rgt, 140 Pz Rgt)

German Panzer Grenadier Division: 60 Pz (92 Pz Rgt, 120 Pz Rgt)

Rumanian Infantry Divisions: 1, 2, 4, 20

(3rd Rumanian Army HQ)

6th Arme (between hexrows N1500 and N2800 inclusive):
German Infantry Divisions: 57, 75, 79, 113, 168, 294, 305, 336, 376, 389
German Jaeger Division: 100 Jg
German Panzer Divisions: 3rd Pz (6 Pz Rgt, 3 Pz Rgt, 394 Pz Rgt), 23 Pz (201 Pz Rgt, 126 Pz Rgt, 128 Pz Rgt)

German Panzer Grenadier Division: 29 Pz (15 Pz Rgt, 71 Pz Rgt)

2nd Arme (2nd Hungarian Arme & 4th Pz Arme) (between hexrows N1000 and N1400 inclusive):

German Infantry Divisions: 45, 82, 88, 95, 269, 377, 383, 385, 387
German Panzer Divisions: 9 Pz (33 Pz Rgt, 10 Pz Rgt, 11 Pz Rgt), 11 Pz (15 Pz Rgt, 110 Pz Rgt, 111 Pz Rgt), 24 Pz (24 Pz Rgt, 21 Pz Rgt, 26 Pz Rgt)
German Panzer Grenadier Divisions: 3 Pg (8 Pg Rgt, 29 Pg Rgt); 16 Pg (60 Pg Rgt, 156 Pg Rgt)
German SS Division: Grossdeutschland (Fusilier Pg Rgt, Grenadier Pg Rgt).
Hungarian Infantry Divisions: 6 Jg, 7 Jg, 9 Jg (2nd Hungarian Army HQ)
Air Corps: 4th, 8th
(six track units)

Turn 2
German SS Division: Wiking (Germania Pg Rgt, Nordland Pg Rgt, Westland Pg Rgt)
Hungarian Infantry Divisions: 10, 12, 13
Rumanian Cavalry Division: 5, 6
Slovakian Division: Slovakian
WITHDRAW: German Infantry Division: 76

Turn 3
German Infantry Divisions: 73, 125
Hungarian Infantry Division: 105
Hungarian Panzer Division: Hungarian

Turn 4
German Infantry Division: 298
German Panzer Division: 19 Pg (27 Pg Rgt, 73 Pg Rgt, 74 Pg Rgt)
Rumanian Mountain Divisions: 3 Mt, 2 Mt
WITHDRAW: German SS Division: Grossdeutschland

Turn 5
WITHDRAW: German Infantry Division: 257

Turn 6
German Infantry Division: 323
Italian Infantry Divisions: Ravenna, Cossaria
Rumanian Cavalry Division: 9

Turn 7
German Infantry Division: 340
Rumanian Infantry Division: 19
Rumanian Mountain Division: 1 Mt
Hungarian Infantry Division: 19
WITHDRAW: German Panzer Division: 9 Pz

Turn 8
German Infantry Division: 50
Rumanian Infantry Division: 10
Rumanian Mountain Division: 4 Mt
Hungarian Infantry Division: 23, 105

Turn 9
German Infantry Division: 46, 371
Italian Motorized Division: Sforzesca
Rumanian Infantry Division: 18
Rumanian Cavalry Division: 8

Turn 10
German Infantry Division: 16
WITHDRAW: German Panzer Division: 11 Pz

Turn 11
Italian Mountain Division: Tridentina

Turn 12
German Panzer Division: 13 Pz (4 Pz Rgt, 66 Pg Rgt, 91 Pg Rgt)
Rumanian Infantry Divisions: 9, 15

Turn 13
Rumanian Panzer Division: Panzer
Italian Mountain Divisions: Julia, Cuneense

Turn 14
Rumanian Infantry Division: 5, 6, 7
Rumanian Army HQ unit: 4th Army HQ
WITHDRAW: German Infantry Division: 95

Turn 15
Rumanian Infantry Division: 11
Rumanian Cavalry Division: 7

Turn 17
Rumanian Infantry Divisions: 13, 14
Italian Infantry Division: Vicenza
WITHDRAW: German Panzer Division: 19 Pz

[20.2] SOVIET ORDER OF BATTLE

Note: Numbers in boldface refer to units which enter on south map.

As of 28 June 1942

Rifle Divisions: 6, 38, 63, 77, 106, 124, 138, 157, 160, 175, 206, 229, 236, 242, 244, 277, 278, 280, 293, 296, 302, 303, 333, 337, 343, 349, 400
Guard Rifle Divisions: 9, 14, 15
Cavalry Divisions: 11, 20, 34, 48, 79, 110
NKVD Divisions: 11, 41
HQ units: 40th Army, 21st Army, 28th Army, 38th Army, 9th Army, 37th Army, 12th Army, 18th Army, 36th Army
Tank Corps: 1, 16
Air Armies: 2, 4, 8

Rifle Divisions: 1, 29, 102, 112, 127, 131, 147, 153, 167, 174, 181, 184, 192, 197, 214, 228, 230, 232, 237, 238, 215, 304, 335
Guard Rifle Divisions: 33
Cavalry Divisions: 12, 76, 82, 80, 112, 115
NKVD Divisions: 8 Mt, 9 Mt
HQ units: 62nd Army, 64th Army
Tank Corps: 4, 24

Rifle Divisions: 18, 73, 107, 141, 196, 203, 219, 318
Tank Corps: 2, 17
HQ units: 24th Army, 51st Army

Rifle Divisions: 76, 226
HQ units: 63rd Army

Rifle Divisions: 16, 89, 126, 205, 309, 399
Tank Corps: 13, 28

Rifle Divisions: 87, 91, 204, 208, 395, 422
Cavalry Divisions: 5 Gds, 6 Gds, 32
Tank Corps: 23, 22
HQ units: 51st Army, 65th Army, 1st Tank Army, 44th Army, 46th Army

Rifle Divisions: 96, 98, 414
Guard Rifle Divisions: 25
HQ Units: 1st Guards
Air Army: 16

Rifle Divisions: 140, 392
Guard Rifle Divisions: 35, 36, 38, 39, 40, 41
Cavalry Divisions: 13, 63, 73

Rifle Divisions: 23, 100, 168, 315, 321, 394, 389
Guard Rifle Divisions: 4, 27, 37
HQ unit: 47

Rifle Divisions: 24, 64, 298, 308
Guards Rifle Division: 32
Cavalry Divisions: 116

Rifle Divisions: 49, 84, 99, 120, 173, 207, 231, 292, 299, 316
HQ unit: 66th

Rifle Divisions: 4, 151, 248, 347
Guards Rifle Divisions: 13
NKVD Rifle Division: 10
Mechanized Corps: 1 Gd

Rifle Divisions: 95, 169, 193, 233, 258, 260, 273, 294, 417

Rifle Divisions: 30, 176, 353, 408
Tank Corps: 14

Rifle Divisions: 31, 216, 383

Rifle Division: 62, 317, 328, 339
Guards Rifle Division: 34
Mechanized Corps: 2 Gds

Rifle Divisions: 45, 212, 300
Cavalry Division: 61
Mechanized Corps: 5, 13

Rifle Divisions: 51, 252, 261, 346, 406
Tank Corps: 18
Mechanized Corps: 6

Rifle Divisions: 119, 159, 221
Guards Rifle Division: 47
Tank Corps: 25, 26
Air Army: 17

Rifle Divisions: 305, 319
Cavalry Division: 21, 55

Rifle Divisions: 270, 276, 351, 416
Cavalry Division: 81

Rifle Divisions: 195, 266, 271, 61
Guard Rifle Divisions: 44, 2

Rifle Divisions: 74, 275, 402
Cavalry Division: 30

Rifle Divisions: 81, 295, 409

Rifle Division: 223, 320
Cavalry Divisions: 70, 97
HQ unit: 5th

Rifle Divisions: 172, 267, 350, 387
Guards Divisions: 3, 20, 24, 49
HQ units: 2nd Gds, 8th

DESIGN CREDITS

Game Design: B.E. Hessel
Physical Systems and Graphics: Redmond A. Simomen
Game Development: Greg Costikyan, B.E. Hessel
Production: Bill Bauer, Larry Catalano, Manfred F. Milkhun, Norman Pearl, Bob Ryer
Playtesting: Anthony Beavers, Tom Hamilton, Oktay Ozuntali, E. David Robertson, T. Gould
Research Assistance: Ed McCarthy
Drive on Stalingrad
Errata
(as of 19 May 1978)

Map
"Voronezh" should be "Voroshilov"!
The Victory Point Index, mentioned in Section 19.0 (Procedure), was omitted.
One cannot move a unit from S1202 to S1304 by way of S1303. "Fractional" land hexes (such as S2343, S2484, and S2452) are off limits — Players should use reasonable judgment, or roll a die if they cannot agree.

Counters
Grosse Deutschland is erroneously indicated to be an SS unit.
Two Soviet HQ units were omitted: 40/Parsegov/2-12 and 38/Moskaleko/2-12

Tables
[9.5] COMBAT RESULTS TABLE (correction)
As (or De) = All Attacking (or Defending) units are eliminated. Opposing Player may advance two hexes (see 9.86).

[15.5] GAME-TURN RECORD AND REINFORCEMENT TRACK
Turn 3: the Hungarian 1-11 should be 3-11

[16.23] Directive Contents Index
11th Army deployment is in effect under C and D, not under E and F as listed incorrectly (16.7 is correct).

[19.2] CITY VICTORY POINT VALUES (addition)
Nevinnomyssk (hex S2728) is worth 5 Victory Points; the Bonus Points Game-Turn Deadline is 8.

Rules
[5.12] (addition) Soviet Control Markers are also placed in the following hexes: Balashov (N0924), Saratov (N0811, N0812), and Tambov (N0132).

[5.2] (clarification) Soviet Guards cavalry divisions are selectetd as reinforcements from among other Soviet Guards divisions.

[5.21] (correction) six Untried cavalry divisions'

[5.24] (correction) "Up to 14 of the selected initial forces"

[5.31d] (correction) "one 3-11 Italian mechanized division"

[5.33] (addition) (d) one 6-9 German Jaeger division"

[5.34a] (correction) "nine 9-9 German infantry divisions"

[6.38] (change) Units may be moved by Rail from hex S1001 or S0601 to hex N1701 or N1001 (or vice versa) at a cost of 40 Rail Movement Points. Units may be moved from hex N0811 to N0911 (or vice versa) at a cost of 10 Rail Movement Points.

[6.39] (addition) Units may be moved from hex N2154 to hex N2253 (or vice versa) by expending 4 Rail Movement Points. Units may be moved from either hex N2154 or N2253 to hex N3754 (or vice versa) by expending 25 Rail Movement Points.

[6.42] (change) "the Axis Player can clear up to three Rail hexes"

[6.43] (b) (change) "The Axis Player may clear three consecutive Rail hexes"

[6.46] (correction) "east" not "west"

[7.1] (clarification) Trucks and air units do not count toward the stacking limit.

[7.2] German Divisional Integration (change: whole Case) Each German Panzer Division has one Panzer and two Panzergranadier regiments, and each Panzergranadier division has two regiments. When stacked together, units of the same Panzer or Panzergranadier division have Divisional Integrity.

[7.21] If all of the regiments comprising a particular Panzer or Panzergranadier division are present in a single hex, their total Combat Strength is doubled on both attack and defense.

[7.22] If all of the regiments comprising a particular Panzer or Panzergranadier division are present in a single hex, they may be treated as "one combat unit" for the purposes of Case 7.1. That is the Axis Player may stack three entire Panzer Divisions (nine regiments) in one hex, if he so desires.

[7.23] If any regiment in a division is eliminated, that division can no longer attain Divisional Integrity. German infantry and non-German divisions never Have Divisional Integrity.

[8.13] (addition) Zones of Control, except for those of Mountain divisions, do not extend into Mountain hexes.

[9.33] (addition) Whenever an attack is made against a unit or stack of units in a Major City hex, all step losses called for on the Combat Results Table may be doubled for both Attacker and Defender at the option of the Attacking Player. This option may be exercised only if both Players choose to stand; if either Player retreats his units, the results as printed are applied normally.

[9.65] (change) All Soviet Untried units have one step. Whenever such a unit incurs a combat loss, it is removed from the game and considered eliminated.

[9.72] (clarification) A unit that is retreated must always end up in a hex as far away from the hex in which it was attacked as possible; i.e., if a unit incurs a "D2" result, that unit must be retreated to a hex that is two hexes away from its initial position (or take step losses).

[10.22] (correction: the second sentence should be replaced with the following) "However, no unit may ever be moved through a Don River hexside into a hex that is in the Zone of Control of an Enemy unit that is adjacent to the Don River, unless that hex is occupied by a Friendly unit."

[11.5] (clarification) Disrupted HQ units may not be evacuated.

[13.4] (omit entire Case)

[14.24] (addition) If the Attacking Player allocates more Air Points to an attack than the Defending Player, then any river defensive benefit that the defending units would normally receive is negated.

[14.6] (correction) Case "10.4" should be "11.5"

[15.0] GENERAL RULE (correction) All reinforcements are considered to be in Supply for the first Movement Phase after their entrance into the map.

[15.1] (correction) "one Slovakian 2-6 infantry division."

[16.6] PROCEDURE (addition) Should the Axis Player have fewer than 30 Victory Points at any time during the game, the "30 to 39" column of the Hitler Directive Table is utilized. However, prayer would probably be more appropriate. Also, the example should cite a Die Roll Bonus of "7," not "11."

The only problem was that the game had been announced in the Spring brochure as a nine dollar, one-map game. However, we were due to print another brochure just then, and as only eleven people had already ordered the game at nine dollars, we decided to go ahead with the expansion. So eleven people are getting a real bargain.

In making the decision to go to two maps, however, I was determined to limit the dimension of the game in terms of the effort required to play it. The subject was an excellent in terms of competitiveness (now that it was expanded to include the entire campaign), and I decided to take pains not to "waste" the game by making it impossible for two people to play. All of the other decisions concerning how to handle aspects of the game were taken in the light of this overriding concern.

In Panzergruppe Gudarian, air power was a "constant" in that there was little Soviet air activity. It was therefore decided to reflect the German air advantage in the combat strengths themselves, making the Germans a little stronger, the Russians a little weaker. The only way reflection of air power in that game was the "Interdiction Markers." Drive on Stalingrad covers a much larger campaign, both in time and area, and it is a case in which both sides had significant air support, although the Germans were better supported than the Soviets. Therefore, it was necessary to reflect the air power in a manner that would allow one side or the other to gain local superiority, while the Germans retained the overall advantage, and "neither side had "adequate" air support resources. I wanted to do this in a way that, while not totally abstract, would not be so heavy in detail as to detract from playability. I feel the air unit based system that is used fulfills these requirements well.

The German logistical problems presented another challenge. I was determined to avoid, as much as possible, the cruddy constraining mechanism of using supply limitations to control the German advance, as was done with the rail repair units in War in the East. Yet, I had to reflect the very real hostilities that beset the invaders as they advanced further and further from their bases. I finally decided to give the German Player as much control as possible over his logistical options. This meant, in the end, complicating things a little, so the German Player must carefully distribute and utilize Truck units, repair selected rail lines, and use air units in an attempt to deliver Supply to the right place at the right time. The "lamp" aspect of the supply system reflects necessity to stockpile material over the course of weeks before launching an attack, and the impossibility of sustaining any offensive at the end of a long line of trucks ferrying supplies across the arid Caucasian steppes. This was the situation that the Germans faced in the far south.

I finally dealt with the question of political considerations, and ultimately, the real constraints that were placed upon the military commanders by the demands of their superiors, rational and otherwise. This was the last problem that I tackled, and one which was solved during the development of the game, in consultation with other people working on the game as well as with constant reference to the actual historical sequence of orders from "on high." Early playtests of the game uncovered a tendency for the Germans to cross the Don in force, and of push similarly in the direction of the Volga, never quite reaching it before running out of supply and steam, and then being destroyed by a late Russian counter-offensive. Now the only reasonable military justification for an attack across the Don in the vicinity of Voronezh is — as the Russians accurately surmised — a sweep to the north and the east aimed at enveloping Moscow. Indeed, as mentioned before, that was the meaning that Stalin read from the initial push toward Voronezh. But the subject of the game is not any such hypothetical offensive, but rather, the German drive towards the north and east. In that contest, there is little reason for the Germans to cross the Don north of Stalingrad, when they can instead use it to anchor their extended flank, maintaining a defensive line somewhat closer to their logistical network.

I felt justified in limiting the players, in their representation of the military commanders, to examining the options that were actually feasible in the light of the political/grand strategic constraints that they could not themselves affect. Some Players may find this artificial, but I feel that the system provides both variety (with the random walk Hitler Directive Table) and a lot of options, even with the constraints.

I thoroughly enjoyed working on Drive on Stalingrad. Although the project did not provide me with a tremendous opportunity for breaking new ground, it was a real pleasure to do a game on a situation that is ideal from a competitive point of view. Further more, I believe that Drive on Stalingrad is a successful exploration of the limits of playability, in that it is a game which can be easily played in a weekend, and conceivably played by two players in a single day by two players. Since that is precisely what I wanted to accomplish in doing the game, I am satisfied with it.

A note on tips — as those who noted that this game was announced as Road to Ruin, advocated as Drive on Stalingrad, and released as Drive on Stalingrad may suspect, we had a bit of trouble deciding on what name to use. The original title used in the feedback suggestion was Road to Ruin, a perfectly reasonable title — indeed retained as the subtitle — but a decidedly negative one. Games with pessimistic names have a rather dubious record at SPA — witness Lost Battles and Fall of Rome. So, one early night in the summer, Redmond Simmons and I sat down to discuss a list of alternatives which I had compiled. I wanted a title that would allude to two facets of the campaign which I considered significant: (a) the "double-edged" aspect of the struggle in that both sides had chances, and (b) the fact that the Germans had directed their offensive towards widely divergent objectives. Redmond wanted a title which would have a high "recognition" value.

The geographical feature of the map with the highest recognition value, obviously, was Stalin- grad. Hence, he favored any name that included Stalingrad. I was uncomfortable with that suggestion, as the game clearly encompasses more than the German offensive against Stalingrad. I preferred titles such as Drive Across the Don or Tiny personal favorite Thunder Across the Don — alluded — although alphabetically to both the action in the South and the Russian counter-blow. Despite several helpful suggestions from other members of the R&D staff — Loudly Floats the Don, Hold that Don't, A Stagge Too Far — we were unable to resolve the issue, and returned to a convenient "subscriber seminar," where a panel of randomly selected New York area subscribers overwhelmingly accorded Redmond's opinion.
### [9.5] COMBAT RESULTS TABLE

<table>
<thead>
<tr>
<th></th>
<th>1-3</th>
<th>1-2</th>
<th>1-1</th>
<th>2-3</th>
<th>3-1</th>
<th>4-1</th>
<th>5-1</th>
<th>6-1</th>
<th>7-1</th>
<th>8-1</th>
<th>9-1</th>
<th>10-1</th>
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<td>D2</td>
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<td>D1/A1</td>
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<td>D2</td>
<td>D2</td>
<td>D2</td>
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<td>3</td>
<td>A1</td>
<td>A1</td>
<td>Eng</td>
<td>D1/A1</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
<td>D2</td>
<td>De/A1</td>
<td>De</td>
<td>De</td>
<td>De</td>
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<td>A1</td>
<td>A1</td>
<td>Eng</td>
<td>D1/A1</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
<td>D2</td>
<td>De/A1</td>
<td>De</td>
<td>De</td>
<td>De</td>
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<td>A1</td>
<td>Eng</td>
<td>D1/A1</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
<td>D2</td>
<td>De/A1</td>
<td>De</td>
<td>De</td>
<td>De</td>
<td>5</td>
</tr>
<tr>
<td>6</td>
<td>A1</td>
<td>A1</td>
<td>Eng</td>
<td>D1/A1</td>
<td>D1</td>
<td>D2</td>
<td>D2</td>
<td>D2</td>
<td>D2</td>
<td>D2</td>
<td>D2</td>
<td>D2</td>
<td>6</td>
</tr>
</tbody>
</table>

**EXPLANATION OF COMBAT RESULTS**

**Ae** (or De) = All Attacking (or Defending) units are eliminated. Opposing Player may advance into hex.

- **A1, A2** (or D1, D2) = The Attacker (or Defender) may choose to lose the number of steps, or retreat the entire stack of hexes indicated (one or two).

---

### [10.6] TERRAIN EFFECTS CHART

<table>
<thead>
<tr>
<th>Terrain</th>
<th>MP Cost</th>
<th>Effect on Defender Strength</th>
<th>Effect on Supply &amp; ZOC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>0</td>
<td>Doubled</td>
<td></td>
</tr>
<tr>
<td>Light Woods</td>
<td>Mechan: 2</td>
<td>Doubled</td>
<td></td>
</tr>
<tr>
<td>Heavy Woods</td>
<td>Mechan: 2</td>
<td>Doubled</td>
<td></td>
</tr>
<tr>
<td>River hexside</td>
<td>Axt: +2</td>
<td>Doubled</td>
<td></td>
</tr>
<tr>
<td>Don hexside</td>
<td>Axt: +3</td>
<td>ZOC blocked</td>
<td></td>
</tr>
<tr>
<td>Volga hexside</td>
<td>All: +3</td>
<td>Prohibited</td>
<td>ZOC blocked</td>
</tr>
</tbody>
</table>

**ABBRVIATIONS:**

- Mech = Mechanized units; Min = Mountain units; OT = Other terrain in hex (to-determine effects); P = Prohibited (- No effect)

---

### [16.1] HITLER DIRECTIVE TABLE

<table>
<thead>
<tr>
<th>Present Victory Point Level</th>
<th>30</th>
<th>40</th>
<th>60</th>
<th>85</th>
<th>110</th>
<th>140</th>
<th>170</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adjusted Score</td>
<td>109</td>
<td>139</td>
<td>169</td>
<td>205</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>B</td>
<td>C</td>
<td>D</td>
<td>D</td>
<td>D</td>
<td>D</td>
<td>D</td>
</tr>
<tr>
<td>1</td>
<td>A</td>
<td>C</td>
<td>D</td>
<td>D</td>
<td>D</td>
<td>D</td>
<td>D</td>
</tr>
<tr>
<td>2</td>
<td>A</td>
<td>B</td>
<td>C</td>
<td>D</td>
<td>D</td>
<td>D</td>
<td>D</td>
</tr>
<tr>
<td>3</td>
<td>A</td>
<td>B</td>
<td>C</td>
<td>D</td>
<td>D</td>
<td>D</td>
<td>D</td>
</tr>
<tr>
<td>4</td>
<td>A</td>
<td>B</td>
<td>B</td>
<td>C</td>
<td>C</td>
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<td>B</td>
<td>B</td>
<td>B</td>
<td>C</td>
<td>C</td>
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<td>A</td>
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<td>B</td>
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<td>E</td>
<td>E</td>
<td>E</td>
<td>E</td>
<td>E</td>
<td>E</td>
<td>E</td>
</tr>
<tr>
<td>8+</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
<td>F</td>
</tr>
</tbody>
</table>

Die Roll Bonus: 3 5 7 11 15 19 23

**PROCEDURE:**

Roll one die, and add the Die Roll Bonus to the result. Subtract the number of the current Game-Turn from that sum, and cross-index this Adjusted Die number with the appropriate column as determined by the number of Axis Victory Points currently accumulated (see Case 16.10). See the Directive Contents Index (16.23) for an explanation of the lettered-Hitler Directive.

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### [16.23] DIRECTIVE CONTENTS INDEX

There are six different Directives on the Hitler Directive Table (16.1). Each of these presents the Axis Player with a variety of conditions and requirements. These are listed below in tabular form for each of the six Directives. See Section 16.6 for detailed explanations of each of the possible conditions and requirements.

<table>
<thead>
<tr>
<th>Condition</th>
<th>Directive</th>
</tr>
</thead>
<tbody>
<tr>
<td>Divisions across the Don</td>
<td>10000</td>
</tr>
<tr>
<td>Mechanized Division in the North</td>
<td>10</td>
</tr>
<tr>
<td>No Retreats</td>
<td>10000</td>
</tr>
<tr>
<td>11th Army Deployment</td>
<td>10000</td>
</tr>
<tr>
<td>Capture:</td>
<td>10000</td>
</tr>
<tr>
<td>Gestapo</td>
<td>10000</td>
</tr>
<tr>
<td>Novorossyisk</td>
<td>10000</td>
</tr>
<tr>
<td>Stalingrad</td>
<td>10000</td>
</tr>
<tr>
<td>Tuapse</td>
<td>10000</td>
</tr>
<tr>
<td>Voronezh</td>
<td>10000</td>
</tr>
</tbody>
</table>

**KEY:**

- U = Unlimited; # = Number of Divisions, or Game-Turn, as appropriate;
- - = Not in Effect; = = Directive in Effect

---

### [19.2] CITY VICTORY POINT VALUES

The following chart lists the Victory Point values for each City that has one. Whenever such a City is controlled by a particular Axis Player, that Player has that City's Victory Points among his total of Victory Points. Whenever a Player loses control of a given City, he loses the requisite number of Victory Points; whenever he gains control of a City, he gains Victory Points (see Case 19.11 for the definition of "control"). Note that the Axis Player can receive double value for capturing certain Cities by a given Game-Turn. Such Cities are indicated with an asterisk (*), and the Game-Turn by which they must be captured in order for the Axis Player to receive the bonus is listed.

<table>
<thead>
<tr>
<th>City</th>
<th>Hexes</th>
<th>Bonus Points Game-Turn</th>
<th>Points</th>
<th>Deadline</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astrakhan</td>
<td>N1001</td>
<td>15+</td>
<td>5</td>
<td></td>
</tr>
<tr>
<td>Balashov</td>
<td>N0924</td>
<td>5</td>
<td></td>
<td></td>
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<tr>
<td>Elista</td>
<td>N1416</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Georgievsk</td>
<td>N3121</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Grozny</td>
<td>N3176</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kalach</td>
<td>N3122</td>
<td>5*4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kamyshin</td>
<td>N2013</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kharkov</td>
<td>N2154</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Krassnodar</td>
<td>N2445</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kursk</td>
<td>N0754</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Likhovskiy</td>
<td>N3836</td>
<td>5</td>
<td></td>
<td></td>
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<td>Mariupol</td>
<td>N0750</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Mykop</td>
<td>N2838</td>
<td>10*6</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Millevol</td>
<td>N3036</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Novorossyisk</td>
<td>N2649</td>
<td>5*10</td>
<td></td>
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<tr>
<td>Povorino</td>
<td>N1128</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Prokladnay</td>
<td>N3417</td>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rostov</td>
<td>N0639</td>
<td>15*3</td>
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<td>Tuapse</td>
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<td>Voronezh</td>
<td>N0741</td>
<td>6*</td>
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</table>

1 To receive Points for Astrakhan, the Axis Player must exit three divisions off his S1001 and maintain a unit in that hex (see Cases 19.11 and 19.22).

2 Only two boxes of Voronezh count for Victory Point purposes.
## DRIVE ON STALINGRAD (Front) Nr. 1 of 2 Sheets

### Soviet

| 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 3-12 | 3-12 | 2-12 | 3-12 | 3-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 | 4-12 |

### Rumanian

| 1-6 | 2-6 | 1-6 | 4-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 | 2-6 |

### Hungarian

| 0-6 | 3-11 | (0)T11 | (0)T11 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 | 0-6 |

### Notes

- **Out of Supply** indicates units that are not available or are not considered in the combat scenario.
- **Axis Control** indicates units under the control of Axis forces.
- **Arm Control** indicates units under the control of Arm forces.