

STALINGRAD

INFERNO

on the Volga



I would not have believed such an inferno could open up on earth. Men died but they did not retreat.

– Vasily Chuikov, Soviet Commander in Stalingrad

As the campaign season of 1942 began, Hitler surprised Stalin by not renewing attacks on Moscow and unleashing "Case Blue" to go for the Caucasus' oil fields and the Volga River. The task of seizing Stalingrad – a key industrial city of the Soviet Union, producing almost 1/4 of all T-34s – was given in July to General Friederich Paulus' 6th Army, one of the best equipped of the Wehrmacht.

However stiff Soviet resistance and general fuel shortages delayed the German timetable along the Don crossings and gave the Soviets time to pump reinforcements into Stalingrad and start fortifying key areas. Hitler complicated things by committing and moving armies along the frontline, costing the 6th Army time and hitting power.

The battle for the city finally started on August 23 when, after a Luftwaffe carpet bombing with incendiaries, the 16th Panzer Division reached the Volga. In the following days the 4th Panzer Army, recalled from the Caucasus, joined the 6th Army and completed the encirclement of the burning city. Food, ammo and soldiers had to be transferred across the Volga, under constant artillery fire and Stuka attack, so in September the commander of 62th army, General Anton Lopatin, asked to abandon the city.

Stalin instead appointed Vasily Chuikov as the new commander of the shattered 62th Army and issued "Not a furt

her step back" orders that were backed by NKVD units and a Commissar named Krushchev.

The battle intensified, as both Hitler and Stalin perceived Stalingrad as a "test of wills." Guns, tanks, howitzers and bombers, combined with mines, Molotov cocktails, flamethrowers and hand grenades turned Stalingrad into something out of Dante's Inferno. The Germans called it "The Rat War," as rubble and sewers became the daily battleground. From the air, the smoldering ruins could be seen 50 km away at night, while daytime saw a constant cloud of smoke and dust. By the end of September the city centre had fallen, and Chuikov had to move his HQ northward, while in the factory district three large industrial complexes had already been fortified as impregnable fortresses.

In October the battle for the factories started. The German infantry supported by the few remaining bombers, panzers and "Stug" competed with Soviet Guards, infiltration tactics, snipers, and marine landings, and in the end succeeded in seizing most of the industrial area, leaving the Soviets surrounded in three small areas along the Volga.

In November Paulus launched the final assault, supported by 8 Assault Pioneer battallions. However, on Nov. 19, Operation Uranus crashed the weak flanking Axis Allied Armies north and south of the city. In just three days, 250.000 Germans found themselves trapped in the city they had been trying to conquer for three months. In February, when freshly promoted Field Marshal Paulus surrendered, they were reduced to 100.000.

Of those, only 5.000 would make it back to Germany, in 1955...

PREFACE

Few subjects have captured the attention of both historians and history lovers alike as Stalingrad. I was more history lover than historian when I read about it in the Sven Hassel novel, "S.S. General." But then the turning point of WW2 became a turning point for me as well. After reading that book, I plunged much deeper into history, with wargames, model kits, and lots more reading. It also gave me the incentive to start learning English, as this was the 1970s and we had no Internet and few historical documents in Italian.

I think the first things that appealed to me – even as a child – were the romantic (though menacing) visions of courageous men on both sides who fought and died for values beyond mere political dogma – homeland, honor, duty, and friendship above all. But I was also drawn to the "conscript" story of men fighting desperately because they had no other choice. This was a very new education and probably made me approach my adolescence in a different way, with consequences that then reached into my adult life.

But the more I read, comparing sources, the more I started asking new questions that often remained unanswered, even after "Perestroika" and the increasing availability of Soviet documentation from the era.

Ironically, for all this fascination with the battle for the city beside the Volga, in none of my previous designs had I presented Stalingrad itself in any detail. I had too many questions unanswered, given that I was seeking to create a game that would depict the battle as had no other before. And that was the point. With so many games on this key topic, why another one? I knew the answer: I would not do it unless I could be truly innovative, and give players a new insight into the battle.

It was the historian David Glantz who gave me the answers to questions I had pondered for years. **Stalingrad Inferno on the Volga** was born after his writing and his research filled in those blanks I had defined for myself. Further insights provided by a brilliant set of aerial reconnaissance photos were an inspiration as well.

Many things in this game may appear brand new to your eyes. That is my intention.

Let's start with a few questions:

Could the Germans have taken the city? Probably yes, especially if they had attacked sooner and recognized the need to change/adapt tactics much earlier.

Could have this event have changed the war? Probably no, but then we can never precisely guess the consequences for the Soviets if this "test of wills" had gone the other way.

Other questions abound:

What made Stalingrad so important? And what would the outcome have been if the 6th Army had avoided the trap? How much difference might it have made if the 6th Army had initiated an immediate breakout attempt toward

Manstein's relief effort? Might the Germans have turned "Uranus" and "Saturn" into a disaster for the Soviets? Or, would Paulus' breakout allowed the Soviets to capture Army Group A before they could withdraw from the Caucasus?

These last two questions represent the biggest "what ifs?" of the campaign. The outcome for the Germans might have been much better...or it might have been even worse!

It is said that Hitler was ready to approve a breakout by Paulus until Goering, summoned back from shopping in Paris and desperate to impress, convinced him that the Luftwaffe could fully supply 6th Army - something that was far beyond its capabilities.

What if Goering had focused on how his planes could help the breakout instead making absurd promises?

But there are so many Axis mistakes here, like the one I feel personally – taking the Italian Alpini – crack mountain troops with mules and light weapons – and putting them on the open Don Steppes instead of using them in the Caucasus *mountains*.

Even with modern research the questions outnumber the answers. So we keep looking, keep asking, and (I hope) keep on learning more. Those of us who link our love of history with games keep exploring, keep looking for the hidden and subtler truths. And sometimes we may indeed find some insight that goes beyond words on a page when we see abstract wooden blocks in relation to the terrain of a very accurate map... and then the veil is lifted from another question.

I hope you will enjoy **Stalingrad: Inferno on the Volga**, and that it answers at least some of your questions as well. I look forward to the conversations that will follow its release.

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INTRODUCTION

STALINGRAD INFERNO on the Volga recreates in game form the battle for the city of Stalingrad, which started on August 23 and lasted till November 19, when Operation Uranus commenced and resulted in the eventual destruction of the German Sixth Army.

In the solitaire version, the German side is controlled by one or two players, while the Soviet side is controlled by an artificial intelligence based algorithm.

In the version with a Soviet player introduced, one or two German players will contend for the city against him. The greater part of this rules manual refers to the solitaire mode, but there is also an addendum covering the other three other modes.

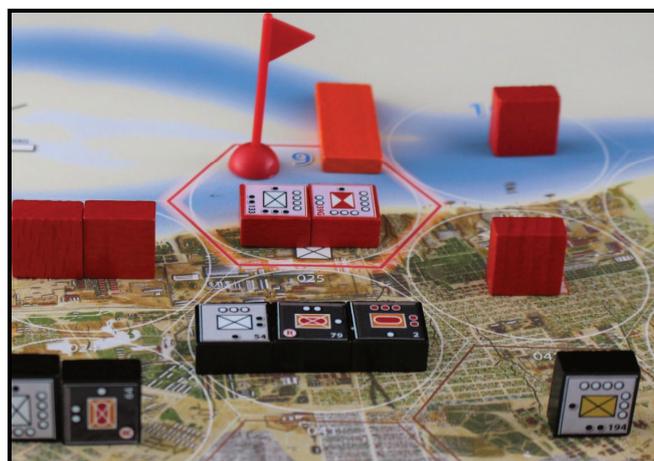


Stickers

Apply the German unit stickers to the black blocks and the Soviet unit stickers to the red blocks.

Fog of War

Place the mapboard in the centre of the table. The German player(s) sit at the *western edge*, whilst any Soviet player sits in front of him/them at the *eastern edge*. Wooden blocks represent historical units employed during the battle of Stalingrad. The game is played with "*Fog of War*," so blocks are placed upright with the sticker facing the owning player(s) in order that the enemy cannot see them.



During the game some blocks may be flipped face up, so the unit will be revealed. Revealing a block means showing it, by placing it face up, in a way the enemy can clearly see it. This happens during "showdown" phase of a combat (see pic on the bottom of the first column). Concealing a block means putting it back upright, once the combat has been resolved.

THE GAME

The game is played in couplets of alternating Rounds, with the Germans playing first and the Soviets second, until the game ends – signified when the Soviet Card deck is exhausted, which is a Soviet Decisive Victory; or if one of the two sides achieves a Decisive Victory beforehand.

Note: There are no real "Turns" in the strict sense.

HOW TO WIN THE GAME

German Decisive Victory:

- A. the Germans control all the six Soviet Spawn hexes *or*
- B. there are no Soviet units on the mapboard.

Soviet Decisive Victory:

- A. 10 German units (each of the five units marked "R" count double) eliminated *or*
- B. no cards remain in the Soviet Deck.

BASIC CONCEPTS

The map covers the city of Stalingrad and its suburbs, in a scale of 1 : 33.000 (1 cm = 330m). At the start of the game, the Germans control the four hexes named "W", "X", "Y", and "Z", while the Soviets control all the other hexes numbered from 1 to 105). Hex control switches as soon as a other side's Unit enters the hex.

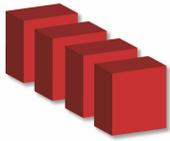
TYPE OF HEXES

There are 3 types of hexes in the game:

- **Clear Hex:** Long Move allowed. Rubble not allowed. Combat is always simultaneous.
- **Rough hex:** No Long Move, nor Rubble allowed. Combat is always simultaneous.
- **Urban Hex:** No Long Move. May generate Rubble. The Defender rolls first in Combat.

	Long M.	Combat	Rubble	
Clear	Y	Sim	-	
Rough	-	Sim	-	
Urban	-	D	Y	

STACKING



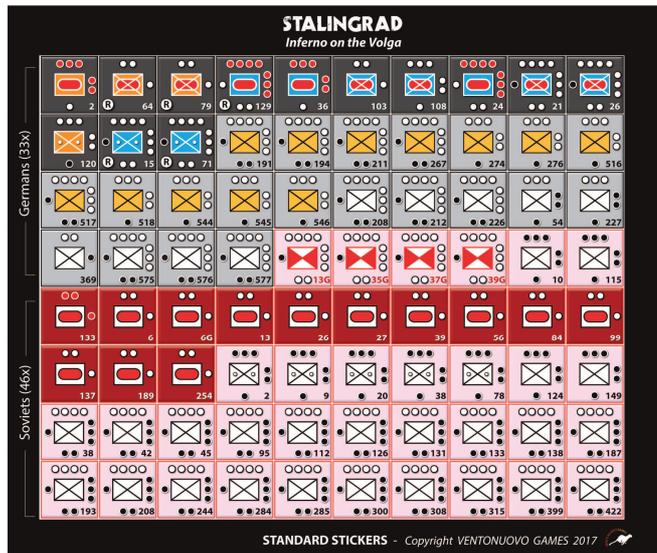
Maximum Stacking is four units per hex.

THE UNITS

There are two types of units: Infantry (includes Motorized Infantry) and Panzers/Tanks (includes Panzer Grenadiers).

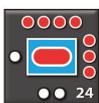
- Infantry
- Motorized Infantry
- Panzer Grenadiers
- Panzer/Tank

Panzer Grenadiers are a mixed formation of both Infantry and Panzers.

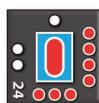


Strength

The strength of a Unit is given by the number of Dots – from 4 to 1 – along the edges of the Unit, with each edge of the block representing a step. Units roll as many dice as their current Strength (for example: a Unit with 3 dots on its top edge will roll 3 dice).



4 Dots
4 Dice

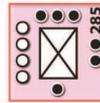


1 Dot
1 Die

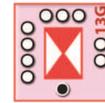
Firepower

Firepower determines the chance a unit has of scoring a hit with each die roll. Firepower is represented by the color of that Unit's Dots:

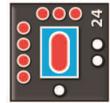
- black: on a 6; (Single Fire; SF)
- white: on a 5 and 6; (Double Fire; DF)
- red: on a 4,5 and 6. (Triple Fire; TF)



Black Dots
Single Fire



White Dots
Double Fire



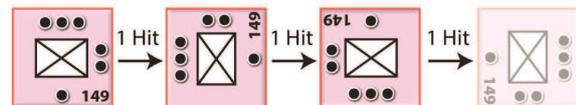
Red Dots
Triple Fire

Note: the three units above have all the same strength (3), but different firepower.

Reducing Strength

For each hit taken in combat, Strength is reduced by rotating the unit 90° counter-clockwise. Units reduced below minimum Strength are destroyed.

Destroyed Soviet Units go back in the appropriate Spawn box. Destroyed German Units are permanently removed from the game and placed in the German Death pool. They count toward a Soviet Victory.



Reducing Strength

Stack

A stack is a group of 1 to 4 units in the same hex.

GAME SETUP

Divide the Soviet Units in two groups: Infantry and Tanks.

2. Randomly take 6 of the 13 Soviet Tanks and deploy them facedown in the Soviet Tank Spawn pool on the map.



3. Mix the 4 Soviet Guard Infantry with 13 randomly drawn Infantry, and deploy them facedown in the Soviet Infantry Spawn pool on the map.

4. Then take the remaining 7 Tanks and 16 Infantry, mix them, and then randomly deploy them on the map, one Unit per hex, on the 23 hexes marked with a pink setup rectangle icon. All these 23 units are deployed at random strength.

THE SOLO MODE

In its solo mode, **Stalingrad: Inferno on the Volga**, is a fully functioning solitaire game wherein the German player must seize the city of Stalingrad as soon as possible. The Soviet side follows a logic algorithm, whereby decisions are fully implemented by the Artificial Intelligence and the (German) player needs only to move/draw the Soviet Units/Cards following the criteria described below, and generally not seeing the Soviet Units/Cards until the Showdown step in Combat.

1. Divide the German Units to have the Yellow Units, the Blue Units and the White Units in 3 distinct color groups.
2. Deploy the following seven units at full strength on the map: the 2nd, the 15th and the 79th Regiment in hex "W"; the 120th Regiment, and one Yellow Infantry, randomly drawn, in hex "X"; two yellow infantry, randomly drawn, in hex "Y".
3. Deploy the remaining 30 German Units facedown on the Reinforcement Track as follows: 6 White Infantry, randomly drawn, on the last column (one for each row), and the other 24, randomly drawn, on the remaining 24 boxes.

The German player shuffles his card deck (21 cards), and then draws 3 of them to make his initial hand. He then shuffles the Soviet deck (21 cards) and keeps it concealed. Thus, at the start the Germans have three cards in hand, the Soviets none.

Random Deployment



When the (German) player is asked to deploy a random Soviet Unit on the mapboard (usually in a Spawn hex, or a battle hex), he has randomly to draw a Soviet Unit from the appropriate Spawn Pool (if asked to deploy infantry, he will randomly draw one Infantry from the Infantry Pool; if a tank, he draws randomly from the Tank Pool), without looking at the sticker of the Unit drawn.

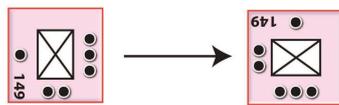


As Soviet units are always deployed at random strength, the player will apply a random spin in his hand (without looking at the sticker) before deploying it upright with the sticker facing opposite to him (concealed).

German units instead, are drawn randomly from the German Reinforcements Pool and always deployed at full strength.

Adjusting Soviet Strength

When during a combat a Soviet Unit is revealed with its strength showing no dots, the Unit is immediately adjusted to the minimum strength possible. Example: if a Soviet Tank is revealed and it has no Strength (2 sides of the four), then it is immediately adjusted to its minimum (1 step) strength.



Adjusting Strength

Drawing Cards

When drawing cards for the Soviet AI, the player should not look at them. The player will draw the top card from the Soviet deck and place it in on the eastern side of the map (Soviet hand).

When the Soviet AI has to play a card, the player will shuffle the Soviet hand (without looking), and then take one random card from it, placing it facedown on the board until showdown.

Moving a stack

After rolling one die for each of the top stacked hex (see "Soviet Actions" later in these rules), the Soviet AI will try to move one Unit in the stack according to the Soviet Compass. In order to do this, the player randomly chooses one of the units in the stack and moves it to the adjacent hex, using the Compass to determine the direction (without revealing it).

The Soviet Compass

The Compass gives the direction in which the Unit in the stack must attempt to move. This comprises the occupied or center hex, surrounded by 6 numbered hexes. According to the die result, a unit will attempt to move to the location (hex) indicated.

Capturing enemy Spawn Hex

Each time a side captures an enemy Spawn Hex (there are nine in the game: #3, #7, #9, #13, #15, #19, "X", "Y", and "Z"), the capturing side draws a card from its deck.

The ACTIONS

Stalingrad: Inferno on the Volga is played over a series of rounds - alternatively German then Soviet. The Germans play the first round and can perform only one of the following actions during each of their rounds:

1. Call for Reinforcements.
2. Make ONE Long Movement.
3. Make up to TWO Short Movements.
4. Make ONE Hasty Attack.
5. Make ONE Deliberate Attack.

If the action undertaken includes a combat (Hasty or Deliberate), then the combat sequence is followed to resolve the combat.

After the German action for that round has been completed, it is the Soviet turn to play an action.

The game is asymmetric, with the Germans able to choose between five different actions, and the Soviets mandated by the game algorithm to play one of two.

GERMAN ACTIONS

1. CALL for REINFORCEMENTS

The German player draws a card from the German deck then rolls six dice.

Each die rolled is deployed on the leftmost available facedown unit in the row of the Reinforcement Chart matching the die roll.

The German player then picks up all the facedown units with a die on them.



Example: the German player rolls one 2, one 3, one 4 and three 5's. The German player will get the leftmost unit from the second row, the leftmost unit from the third row, the leftmost unit from the fourth row and the three leftmost units from the fifth row.

The German player deploys all the Blue Units in the blue hex (Z) on the map, and all the Yellow Units in the 2 yellow hexes (X, Y) on the map (either or both, at his choice). White Units may be deployed in any of the three special colored hexes (X, Y, Z). Units may not overstack. The stacking is 4 Units maximum per hex. Units that cannot be deployed due to overstacking are returned to the German Reinforcements Chart, starting from the row that has the fewest units left, or the one with the lowest row number if two or more have the same number of units left.

If a die is placed in an empty box (due to lack of facedown units) the German player must remove the affected unit (shown on the right of each row), even if it has been just picked up in this phase. It is redeployed back into the designated space on the track. If the unit cannot be removed for any reason, then this has no effect.

Example: the 1st row is empty, and the Germans call for Reinforcements. The player rolls two "1's", and four "6's". Let's talk about the two "1's". As the 1st row is empty, the Germans must remove the 64th Panzer Grenadier Regiment from the game and deploy it face up (to show that this unit has been removed from the game) on its icon on the last column of the 1st row. If this unit was not on the map (either because it was not already deployed, or it has already been eliminated), then nothing further happens. The second "1" rolled has no effect, as will all future "1" results for the 1st row.

MOVEMENT

A German stack may start the move as a whole, or may be broken down and move in parts (a substack). A German stack may end the move into a hex already containing German Units (join-up), provided that this does not cause overstacking.

2. ONE LONG MOVE

One German stack may move up to two hexes, provided that both these hexes entered are clear terrain, and neither of the two is adjacent to a Soviet stack. No join-up, breakdown, or combat is allowed.



Example: the German stack in hex "1" moves into hex "3" performing a Long Move. Remember that a Long Move does not allow breakdown or join-up, and that it can only start from a hex which is not adjacent to a Soviet stack, and must not pass or end adjacent to a Soviet stack, or traverse or end in a rough/urban hex.

3. UP TO TWO SHORT MOVES

The German player may move up to TWO stacks into a maximum of TWO adjacent hexes that are not adjacent to any Soviet stack. Breakdown and join-up is permitted, but no combat is allowed.



Example: in the picture above, the only possible Short Move a German stack can make is in the hex indicated by the green arrows, as a Short Move cannot end into a hex adjacent to a Soviet stack.

The same restrictions (relating to number of stacks, overall stacking limit and enemy adjacency) equally apply to moving TWO different stacks - or substacks - and to any ensuing joining-up or breakdown.



Example: in the picture above the German stack on the left has only two directions to perform a Short Move: moving west (1) or southwest (2) with either one or two blocks. The right stack has only one direction to perform a Short Move: west (3). As up to TWO Short Moves may be performed in the same Turn, the left stack can be split and move one Unit west (1) and one unit southwest (2). Alternatively, both stacks may move up to a total of four blocks respectively southwest (2) and west (3), either one block each, or one of the two stacks can move two blocks and the other stack only one block, as the hex they would be moving in already contains one block and the maximum stacking is 4 blocks.

Note: the player can choose this action even if he does not move any stack and not make any attack (a sort of pause).

4. ONE HASTY ATTACK

The German player moves one stack - which is currently not adjacent to any Soviet stack - into a hex that is adjacent to a Soviet stack in order to make a Hasty Attack. This can be directed against only ONE adjacent Soviet stack for each such attack. Breakdown and join-up is allowed – in the latter case the moving unit may indeed join and attack with units already adjacent to the target (see example below). Note: although this is a Combat move, it does not qualify for card use by the Germans. Hasty Attacks do not generate Rubble.

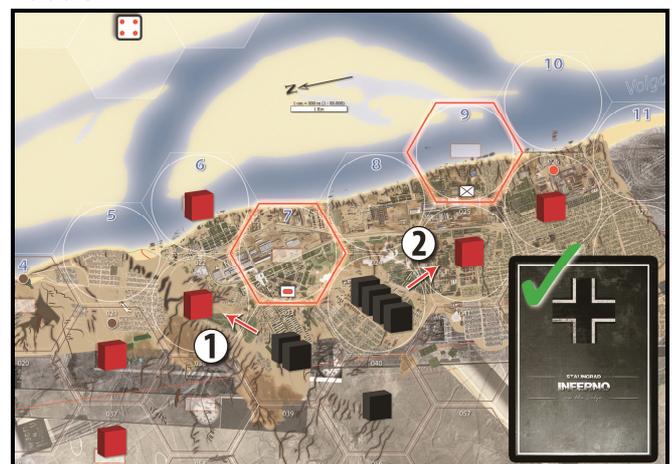


Example: in the picture above, the one unit stack can be moved in three different ways in order to perform a Hasty Attack. It can join one of the two German stacks (see green arrows "1" and "2" in the diagram) and then the newly formed stack would attack the adjacent Soviet stack (see red arrows "1" and "2" in the diagram). Instead of this, our one unit could move in the direction of green arrow "3" and then attack the adjacent Soviet stack (see red arrow "3").

Mind that only one stack can attack during the Hasty Attack, and it must include the one unit that actually moved. Remember that to perform a Hasty Attack, a stack must not start the turn adjacent to any Soviet stack, unless this is a join-up (a newly formed stack), as described above.

5. ONE DELIBERATE ATTACK

If this option is played, then no movement occurs (and thus there is no breakdown nor join-up). The German player may attack one adjacent Soviet stack from each adjacent German stack at his choice and he may play a card from his hand. The German player may choose which stack(s) will perform the attack, but all the units in the selected stacks must attack the same target hex. A Deliberate Attack may generate Rubble.



Example: each of the two German stacks can perform a Deliberate Attack against the Soviet stacks ("1" or "2"), but not both in the same turn. Note that in this instance neither German stack can make a Hasty Attack this turn, as at the beginning of the Round all stacked units and attacking units were already adjacent to a Soviet stack – i.e. no join-up has taken place.



Example: in the pictures above the German player is declaring a Deliberate Attack from all the four stacks surrounding hex "9". All the units in these four stacks must attack the target hex. Against such a target hex (Urban) with no rubble present, each of the four stacks would have added a Rubble modifier of +1 during the Rubble roll (+4 total), but as rubble is already present in this attacked hex, there will be no rubble die roll.

COMBAT SEQUENCE

The Combat Sequence is identical for both sides, but while the Germans may make only one combat per turn, the Soviets may make up to six (in their case combats are resolved following a specific order, and each combat is completely resolved before another one starts).

Once a combat is declared, the German player will follow the following sequence.

1. The Soviet must play a random card from the Soviet hand - if available - and keep it concealed until showdown. This mandatory card is played even if it is the Soviets who are attacking);
2. In case of a Deliberate German Attack, the Germans may play a card of his choice.

3. Showdown: both sides' cards and units involved in the combat are revealed simultaneously;
4. Adjust Soviet Units strength;
5. Soviet card effect is applied;
6. German card effect is applied;
7. Discard used support cards;
8. Soviet Opportunity Fire (only if available; needs Chuikov);
9. Rubble roll (if the German attack is Deliberate);
10. Close Combat: conducted simultaneously, unless: Urban hex, the Defender rolls first;
11. Advance after Combat (mandatory if the attacker wins; requires at least with one unit to advance);
13. Conceal units.

RUBBLE



Rubble in an urban hex gives the defender double defence (two hits are required to inflict one actual hit) when defending in such a hex. Rubble may be generated in a urban hex only, in either

the two ways:

- A. a Soviet Anti-Air card;
- B. a German Deliberate Attack with a "successful" rubble die roll.

The rubble die roll is successful if the sum of three D6 is greater than 18, after adding the following modifiers:

- the rubble modifier (+1 / +3) indicated on the German card played (if any);
- +1 for each hex from which the Germans are attacking (+1 /+6);
- +1 for each German Panzer/Panzer Grenadier regiment involved in the Deliberate Attack.

If the result is above 18, a rubble marker is immediately and permanently deployed in the urban

hex. No more than 15 rubble markers (in 15 hexes out of the 27 urban hexes in the game) may be generated during a game.

Example: the German player decides to perform a Deliberate Attack into Hex "13" (Urban Hex) from 4 different Stacks (+4) with a total one Panzer (+1) and two Panzer Grenadier (+2) Units, supported by the Henkel 111 card (+3), for a total Rubble Modifier of +10. Thus a 3d6 roll of 9+ would generate Rubble.

CLOSE COMBAT

Units roll the same number of dice as their strength (number of dots), with their Firepower (a measure of their potential effectiveness) given by the color of the dots.

Each actual hit (bearing in mind the possible effect of Rubble) causes a reduction of the strongest enemy unit – which unit is the strongest, and thus takes the next hit, may well alter if multiple hits are inflicted on the same stack in the same combat. If two units have the same strength, it is the German player who chooses which unit is affected.

Combat is simultaneous, except in an Urban hex, where the defender rolls first and their hits are immediately applied to the attacker **before** the attacker rolls with his surviving units.



Example: four Soviet Units (eight dots) are defending in an Urban hex against 16 German Units (34 dots). The four Soviet Units roll first (five dice SF, three dice DF - remember that Soviet Units are read from the Soviet perspective!), and all hits are applied immediately to the attackers.

Then, the Germans roll with their surviving units. Note that there is a rubble marker in the hex (Double Defence).

Note: the fire of a defending stack of units never creates Rubble; nor does its protective bonus (double defence) ever apply to an attacker receiving such fire.

ADVANCE AFTER COMBAT

If the defender has been eliminated, the attacker must occupy the empty hex with at least one unit. If the attacker was the Soviet, the advancing Soviet Unit must be the strongest (in number of dots - German player chooses if tied). The Soviets cannot advance with more than one unit. Up to four German Units may enter the hex – in any combination from among the attacking stacks.

CONCEALING UNITS

Units are concealed (placed upright on the mapboard, facing their owner).

SOVIET ACTIONS

The Soviets AI is governed by the following algorithm, which compares the number of Soviet top stacked hexes (the top stacked hex is the hex that contains the highest number of Soviet Units, which may be from 1 to 4 units) to the number of controlled Soviet Spawn hexes (#3; #6; #7; #13; #15; #19):

1. If the Soviets control at least ONE Soviet Spawn hex, go to **2**, otherwise draw a card from the Soviet deck, add it to the Soviet hand, and go to **5**.
2. Check the Soviet top stacked hex.
3. Count the number of Soviet top stacked hexes.
4. If the number of Soviet top stacked hexes is:
 - Above the number of controlled Soviet Spawn hexes, then the Soviets must perform a Spawn Action.
 - Equal or below the number of controlled Soviet Spawn hexes, then the Soviets must perform a Movement Action.
5. The Soviet turn is then finished; play moves to the next German turn.

Note: "X", "Y" and "Z" are the German Spawn hexes and they do not count for this.

A. SOVIET SPAWN ACTION

The Soviets deploy the following units – randomly drawn and at random strength (no looking!) – from

the infantry/tank pool box in any controlled Soviet (not German) Spawn hex:

-   in hex #3 and #19;
-  in hex #6 and #15;
-   in hex #13;
-  in hex #7.

Card Drawing

If the Spawn hex is already full stacked, then the Soviets draw a card (exception: if there are already three units in hex #3, #13 and #19, then only one Infantry is deployed and no card is drawn). Any time a type of unit is required to spawn but that unit's box is empty, the Soviets draw one card for each unit not available.

Example: The Soviets need to spawn a Tank in hex #3 and #19, but the Tank box is empty. The Soviets will then draw one card for each of the Tanks that could not spawn (two cards in this case).

B. SOVIET MOVEMENT ACTION

When the Soviet AI performs a Movement Action, it rolls one die for each of its top stacked hexes. As soon as the die is rolled, it is deployed on the stack, and then a new die is rolled for the next top stacked location and so on.

Dierolls Order

Rolling order: starting from the northernmost hex (the closest to the Volga if two or more are equidistant).

Example: the Soviets have three top stacked hexes (#7, #9 and #25) with 3 units each. The roll order is #7 (the northernmost), then #9 and after #25 (as of these two #9 is the closest to the Volga).

Note: the maximum number of dice rolled is 6 (as the Soviets may control maximum 6 Soviet Spawn hexes; therefore, if the number of top stacked hexes is 7 or higher - the Soviets will perform a Spawn Action).

Once the Soviets have rolled for all of its top stacked hexes, each die roll will be resolved starting from the lowest die roll ("1") up to the highest ("6").

Dierolls Results

A die roll usually generates a Move of one randomly chosen unit of the stack; but under specific circumstances it generates a combat or a card draw.

Card Drawing

There are three circumstances under which the Soviet draws a card during a Movement Action:

- A. If two or more die rolls are identical, then the Soviets gain one card for each identical die roll.
- B. If the Move cannot be made, either because there is not a playable hex (those marked with a letter "W", "X", "Y", and "Z" or a number from 1 to 105) in that direction, or because the hex in that direction is already occupied by four Soviet Units.
- C. For each die roll of "1".

All these special circumstances are cumulative.

Example: if the roll is "1", "2", "6", "6", "3", and "2" then the Soviets draw 5 cards and move one unit from the hex that rolled a "3" (one card for the "1", two cards for the "2s", and two cards for the "6s"). These cards are added to the Soviet hand.

Soviet Deliberate Attack

If the movement cannot be performed because a German stack occupies the hex, then the Soviet stack must perform a Soviet Deliberate Attack (resolve the combat before proceeding to resolve the next die roll). In the Soviet Deliberate Attack, the Soviet stack must attack the German stack and must play a card, randomly chosen from the hand, whilst the Germans cannot play any card (the Germans may play a card only when performing a German Deliberate Attack).



Example: the Soviets roll for hex #7, #9 and #25 (the three top stacked hexes). The die rolls are respectively a "6" for hex #7, a "1" for #9, and a "5" for #25 (placing the specific die on each of the three hexes as

a reminder). Then, starting from the lowest result ("1") the Soviets resolve the die roll, one by one:

1. The "1" mandates a draw from the Soviet deck with the card added to the Soviet hand.
2. The "5" mandates a move toward a German stack; thus the Soviet stack performs a Deliberate Attack against the German stack. In the combat the Soviets randomly play a card from the hand (which now includes the card just added), and if combat leads the attacked hex to be vacated, the strongest Soviet Unit (the German player chooses if more than one Soviet Unit has the same strength – in dots) must advance into that hex.
3. The "6" mandates a randomly chosen unit move from hex #7 into hex #6.

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After Action Report

[AAR](#)

CARD DECKS

Each deck has both Leaders (one of each) and Support cards (several types).

When resolving a card, keep in mind to resolve the whole effect before proceeding to the opponent's card. When a card requires a die roll, any hit is immediately applied.

German LEADERS' Cards

Once drawn, a German Leader card is immediately put in play and the effect is permanent.



Paulus: doubles the number of cards drawn, both when calling for Reinforcements and conquering a Spawn hex.

German SUPPORT Cards

ONE German Support card may be played to support ONE German Deliberate Attack only. After the effect is applied, the card is permanently removed.

While some cards (Sniper and PAK) do not require a die roll and ignore Rubble, the other German cards have TF (hit at 4+) and increase the chance of creating Rubble, adding a modifier (from +1 to +3).



Heinkel 111 (x5): 6 dice (TF); +3 to the Rubble die roll.



Howitzer (x4): 6 dice (TF); +2 to the Rubble die roll.



Pioneer (x5): 5 dice (TF); +1 to the Rubble die roll.



Sniper (x5): ONE Hit to the strongest Soviet Infantry, ignoring Rubble.



Pak (x2): ONE Hit to the strongest Soviet Tank, ignoring Rubble.

Soviet LEADERS' Cards

The Soviet player keeps all such cards in its hand, once drawn. When a Soviet Leader Card is played (this happens only during a combat), the Leader is immediately put in play and its effect is immediate and permanent.



Chuikov: Once in play, allows the Soviets to perform Opportunity Fire when defending, and a Total Deliberate Attack when attacking.

Opportunity Fire

When the Chuikov card is in play, each time a Soviet stack is attacked, each Soviet Unit adjacent to the German attacking stack(s) rolls one die (SF). Soviet Units performing Opportunity Fire must not be revealed. Each hit scored during the Opportunity Fire is immediately applied to the Germans.

Total Deliberate Attack

If Chuikov is in play, each time a Soviet stack is mandated to perform an attack against one German stack, **all** the Soviet stacks adjacent to that German stack will join the attack. The Soviets still do not generate Rubble.

Example: in the picture on page 11, when the "5" mandates the Soviet stack in hex #25 attack the German stack in hex #24, the two Soviet stacks in hex #7 and #8 (adjacent to German stack under attack) would then automatically join the attack because of Chuikov.

Soviet SUPPORT Cards

Support cards are played in combat and their effect is limited to that specific combat unless clearly specified otherwise. After its effect is resolved, the card is discarded and cannot be re-used.

Some Soviet Support Cards require a dice roll (they all have DF), while some others do not.



Thompson (x2): 2 dice (DF).



AA (x4): immediately cancel German airstrike card (including the rubble modifier). Instead, immediately place a Rubble marker in the hex indicated on the card (no dice roll needed).



Sniper (x5): inflict ONE hit on the strongest German Infantry (Motorized and Panzer Grenadiers included), ignoring Rubble if any.



Infiltration (x4): spawn a random Infantry Unit. If the hex is already fully stacked, then draw another card and add it to the Soviet hand.



T - 34 (x3): spawn a random Tank. If the hex is already fully stacked, then draw another card and add it to the Soviet hand.

Soviet Artificial Intelligence

