

# Standard Combat Series:

## Stalingrad Pocket II

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### Stalingrad Pocket II:

The Encirclement of the 6th Army  
#5-01a

#### A Standard Combat Series Game

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### Parts Manifest

A Complete Copy of Stalingrad Pocket II Includes:

1x Box  
1x SCS Series Rulebook (v1.6)  
1x Game Specific Rulebook  
2x Dice (one red, one white)  
1x 22x 34" Map  
2x 280-counter countersheet  
1x Registration Card  
1x Current Price List  
Assorted Advertising Flyers (which our collators love to hate...)

If you are missing something, contact us. If you have something extra, Merry Christmas!



Field Marshal v. Paulus on his way to meet his Russian captors.

## 1.0 General Special Rules

**1.0a Scenario Note.** In all cases, all special rules apply fully to every scenario.

**1.0b Cardinal Directions.** To simplify direction listings, orient the map so that the Title logo is along the top edge (and the Chir River is on the bottom) and use the following:

North is the left map edge,  
South is the right map edge,  
East is the top map edge, and  
West is the bottom map edge.

### 1.1 Scale

Each turn represents 2 days, each hex 5.5 kilometers. Units range in size from Battalion through Division.

### 1.2 Stacking

Up to 6 steps can stack in a hex. Nationality differences within the Axis side do not matter, nor does the difference between Guard and regular units on the Soviet side.

### 1.3 Sequence of Play

Use this game specific Sequence of Play rather than the generic one in the Series Rules.

#### Pre-Turn

Weather Determination Phase  
Air Point Determination Phase

#### Soviet Turn

Soviet Movement and Reserve &  
DAM Designation Phase  
Axis Reaction Phase  
Axis Reaction Movement &  
Overrun Segment  
Axis Reaction Barrage Segment  
Soviet Barrage Phase  
Soviet Combat Phase  
Soviet Supply Phase  
Soviet Exploitation Phase  
Soviet Exploit Movement &  
Overrun Segment  
Soviet Exploit Barrage Segment  
Soviet Reserve Marker  
Removal Phase  
Soviet DG Marker Removal

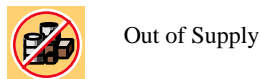
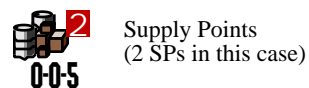
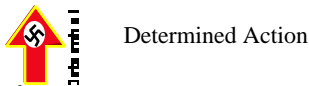
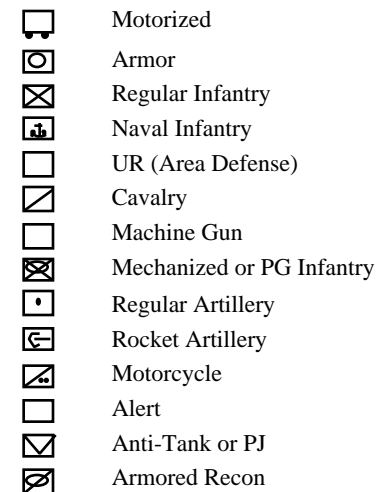
#### Axis Turn

Axis Reserve Marker Removal Phase  
Axis Movement and Reserve &  
DAM Designation Phase  
Axis Barrage Phase  
Axis Combat Phase  
Axis Supply Phase  
Axis Exploitation Phase  
Axis Exploit Movement &  
Overrun Segment  
Axis Exploit Barrage Segment  
Axis DG Marker Removal

#### Turn End Phase

Turn Marker Advance

## Special Unit Explanations



## List of Abbreviations

Arty	Artillery
Aufk	Aufklarungs or Recon
Bde	Brigade
Bn	Battalion
Cav	Cavalry
DAM	Determined Action Marker
Div	Division
Gds	Guards
Grp	Group
HQ	Headquarters
Hvy	Heavy
Inf	Infantry
Jg	Jäger
KG	Kampfgruppe
Lt	Light
LW	Luftwaffe
MC	Motorcycle
Mech	Mechanized
OCS	Operational Combat Series
PG	Panzer Grenadier
PJ	Panzerjäger (Anti-Tank)
Pz	Panzer
Rgt	Regiment
Rum	Rumanian
SCS	Standard Combat Series
SP	Stalingrad Pocket
UR	Area Defense
Werfer	Nebelwerfer

## 1.4 Units

**1.4a Exploit Capable Units.** Only those units marked with the Yellow Exploitation Box notation are automatically Exploit Capable. Any unit can become Exploit Capable by use of Reserves.

**1.4b Step Losses.** All units are either one or two steps in size (as noted by the number on each counter). Show step losses of two-step units by flipping the counters to their one step side. One step units which take a step loss are destroyed. Note that artillery units have a special side notation system which does not have anything to do with step size (all artillery units have one-step, even though their counters have printing on both sides).

**1.4c HQs.** HQ units serve two functions—they can supply friendly units and can shift the combat odds of attacks or defenses they participate in. Only **one** HQ per side can participate in a combat—this HQ must be in the defense's hex (for the defender), or stacked with at least one attacking unit (for the attacker). Shift the odds one column in the favor of a side having a participating HQ in a combat—

if both players use HQs the shifts cancel each other out. Only HQs participating in a combat in this manner can advance after combat.

## 1.5 Terrain Notes

**1.5a Soviet Pontoons.** Some pontoon bridges have Red Stars as part of their symbol, others do not. Those with Red Stars are Soviet-Only pontoons. Only the Soviet player can use these pontoon bridges. In effect, they **do not exist** as far as the Axis player is concerned. Only Soviet ZOCs extend across such bridges. Other pontoons have no such star; these pontoon bridges can be used freely by either side.

**1.5b The Volga.** The Volga partitions the hexes as per the Volga Hexsides (not where the actual river is). The Volga Pontoon bridges are all hexside features (don't try to follow the ins and outs of the islands as they go inside the hexes. These bridges were placed so they look correct with respect to the actual river, so some might confuse players. The following hexes are connected to each other via these pontoon bridges (only one direction of bridge is listed, obviously in each case the inverse is also true):

44.34 to 43.34 and 44.33  
44.33 to 43.33  
46.29 to 45.29  
46.30 to 47.30  
47.31 to 48.31

**1.5c Stalingrad: The City.** Any number of steps can stack in the Stalingrad City hexes—but only those at or under the stacking limit (counting from the top of the stack down, so arrange them carefully) can be used to determine the stack's combat strength. Note that units unable to contribute to the stack's combat strength are subject to any adverse results inflicted on their stack.

**1.5d Lakes.** Lakes only affect movement and combat where Lake hexsides exist (the Lake and Volga hexside symbols are the same and have the same effect).

## 1.6 Weather

**1.6a Weather Determination.** In the Weather Determination Phase, one player rolls two dice on the Weather Table. The results of this roll determine the weather type for the turn. Mark this using the Weather Marker on the Weather Record. The Weather-type remains constant until the next Weather Determination Phase.



**1.6b First Turn's Weather.** The Weather-type used on the first turn of every scenario is that rolled for in the very first Weather Determination Phase—there are no pre-set weather conditions before play begins nor is there ever any die roll modifier applied to the first turn's Weather Table roll.

**1.6c Effects of Weather.** Weather has only two effects: each Weather-type gives a die roll modifier for each side's Air Points, and some Weather-types give a modifier for the next turn's Weather Table roll. There are no other effects.

## 1.7 Reserves & Reserve Markers

Reserve Markers allow non-Exploitation capable units to access the Exploitation Phase and Axis units to access the Axis Reaction Phase in the Soviet Player Turn. The counter-mix limits the number of Reserve Markers available to the players. Each side can reuse its Reserve Markers repeatedly—provided the number of markers in play at any one time never exceeds the number allowed each side. These are color-coded for each side and the number available at any one time is listed in each scenario.

**1.7a** Place Reserve Markers on any friendly unit or stack at any time during the owning player's regular Movement Phase. Only units which have not moved in the current game turn, which are not Disorganized, and are not adjacent to any enemy unit can be so marked. Any number of units in a stack can be placed into Reserve while the remainder are not—place the Reserve Marker above those in Reserve and below those who are not.

**1.7b** Units, while under a Reserve Marker, cannot move, or conduct any sort of Barrage or combat. Should a Barrage attack DG them, remove the Reserve marker. Units attacked when in Reserve have their Defense Strength x1/2.

**1.7c** Remove any remaining Reserve markers during the appropriate Reserve Marker Removal Phase or if a DG result is applied against their hex.



**1.7d** The player can release any of his Reserve Marked stacks at the beginning of his Exploitation Phase. Units so released have complete use of that Phase—just as if they were all exploitation-capable.

**1.7e** Also, the Axis player can release his reserves as in 1.7d (during his own Exploitation Phase, of course) OR he can release these units at the beginning of the Axis Reaction Phase **during** the Soviet player turn so as to use those units then. The Soviet player has no such Reaction Phase he can use in the Axis player turn.

**1.7f** Whenever Reserves are released they can do the following in that phase: Move, Overrun, and conduct Barrage attacks. Each side has a Reserve Marker Removal Phase—any Reserve Markers remaining on the map for that side must be removed in that phase, even if not used.

## 1.8 Supply

All Soviet and most Axis units can only be supplied by a friendly HQ as per the below. An exception is in 1.8c, whereby Axis units can use Supply Points to remain in supply even when no trace is possible. The Supply Point method is not available to the Soviet player.

**1.8a** HQs are “supplied” if you can trace as per SCS rule 12.1 from the appropriate map edge to the unit; east or north for the Soviets and west or south for the Germans. This path can be of any length. Only supplied HQs can supply units (exception: see 1.8c).

**1.8b** Each HQ unit has a “Supply Range” which is given as the far left number at the bottom of the counter and will be in parenthesis (to keep players from using it as an attack strength). Units are in supply if they are at or within a friendly HQ's range (counting from the HQ to the unit) using the HQ's range in Movement Points and the Terrain Effects on Movement Chart. An HQ successfully traces to a unit if the MP count can make it into a hex adjacent to the unit—the trace need not make it all the way into the unit's hex. A trace made into a hex **adjacent** to friendly units is successful regardless of terrain—but is blocked if the hex contains a non-negated EZOC. HQs can supply any friendly unit (but see 2.2).

**1.8c Supply Points.** Only the Axis player can use Supply Points; the Soviet player has none and destroys any whose hex his units enter (automatically)—the Soviet player cannot capture and use Axis Supply Points. The Axis player starts the game with some Supply Points and he can bring more on during play using his Air Units to conduct



air lifts (see 1.11c). Supply Points move about using their own Movement Allowance. They have no combat ability (if alone in a hex Soviet units can enter the hex—at no additional MP cost—and destroy them). They cannot retreat because of combat (if the Axis unit defending their hex retreats or is destroyed, the Supply Points are destroyed the instant the Soviet units advance into the defender's hex) nor can they advance after combat.

**1.8d Supply Point Supply.** When units use Supply Points instead of the HQ trace as described above, the units must be able to trace a path of 5 MPs or less **from** the unit **to** the Supply Point being used. This path must be **into** the hex of the Supply Point, adjacent is not “good enough” as it is for HQ tracing.

- Each Supply Point expended can supply any number of units. Units being supplied must be able to trace their 5 MP path to the Supply Point they are being counted against. If the SPs are available within the range requirement, they **must** be expended.

**1.8e Out of Supply Effects.** Attack, Defense, and Movement are x1/2. Out of Supply artillery cannot make Barrage Attacks.

**1.8f Attrition.** Units with Out of Supply Markers which are found to be Out of Supply again suffer Attrition. Mark these units as Out of Supply normally (same effects as before, and they are subject to attrition again if the conditions are again met). **Independently for each unit** conduct the following: if the unit has more than one step, reduce the unit to one step. If the unit has only one step, roll one die. On a 1 or 2, destroy the unit. Otherwise there is no additional effect.



German troops spent the entire summer taking Stalingrad. Giving the city back to the Russians now would mean their efforts were in vain.

## 1.9 Disorganized Units

Units become DG only as a result of the Barrage Table. When the Barrage Table gives a DG result, mark all units in the target hex with a DG Marker. Non-DG units can move through or stack with DG units with no effect.

**1.9a Effects of DG.** Units which are DG suffer the following: their Attack strength (or Barrage Strength), Defense strength, and Movement Allowance are each  $\times 1/2$ . DG units cannot conduct overruns or be put into Reserve. DG units no longer have any ZOC. A DG unit loses any Exploitation Capability or Reserve Marker it might have had. DG has no effect on supply ranges & other supply matters, or HQ combat effects (other than their actual combat strength). There is no additional effect for multiple DG results.

**1.9b Recovery of DGs.** At the end of his Player Turn, the phasing player removes all DG markers from his units. Being Out of Supply does not affect the ability to recover from DG status.

## 1.10 Artillery & Barrage Combat



“Artillery” (as referred to here) includes both regular Artillery, Nebelwerfer Rocket Artillery and Katyusha Rocket Artillery.

**1.10a Artillery Modes.** Each artillery unit has two modes (as shown by the side of the counter facing up). One mode is better for firing, the other better for moving. Depending on the counter’s values, units in either mode can do both functions—the mode just determines which activity they are better at in a given turn.

- Artillery modes can only be changed during the unit’s regular Movement Phase before it expends any Movement Points. Artillery can change mode **after** being placed into reserve.

**1.10b** Artillery units have a Barrage Strength listed on their counter in parenthesis (be careful not to confuse this number with the Supply range of HQs—artillery always has **Barrage** strength, HQs always have **supply** range). This strength can only be used in Barrage Attacks—it can never be “added in” on ground attacks. Artillery units can conduct barrage attacks against hexes at or within their 4-hex range. Resolve barrage attacks in the player’s Barrage Phase or Segment. Artillery defends like any other unit using its printed defense strength.

**1.10c** An artillery unit cannot conduct more than one barrage attack per phase and cannot split its fires. A hex can have only one Barrage Attack made against it in a single phase. Any number of artillery units and Air Units can engage in a single Barrage Attack.

**1.10d** Make barrage attacks against enemy hexes using the Barrage Table. The possible results of a barrage attack from the Barrage Table are: No Result, Disorganized (DG), and step loss. Step loss results also automatically DG the target stack. Apply only those shifts or modifications listed under the table. Only the target hex’s terrain can affect Barrage Attacks. Terrain has no effect on the ability of a unit to qualify as “adjacent” for modification purposes.

**1.10e** Units cannot advance into hexes that no longer contain enemy units due to a Barrage result—even if the player intended to attack the hex in the Combat Phase.

**1.10f** When a hex has a step loss applied to it by a Barrage, the owning player can select any unit in the stack to take the required step losses. The selected unit need not be the strongest (as in combat) and the player is not required to distribute the losses (if more than one).

**1.10g Divisional Integrity Artillery Bonus.** Artillery which does not have a friendly unit adjacent to the intended target (a spotter) will receive a shift on the Barrage Table for its barrage. Divisional artillery is **not** required to have a spotter from its own division, **but** if it is spotted by such a unit, its Barrage Strength is  $\times 2$ . Artillery cannot spot for itself to get this advantage.

## 1.11 Airpower

Each player receives one or more Air Units to use each turn. Determine the number available to each player by making two separate die rolls during the Air Point Determination Phase. Each player rolls one die and modifies it according to the current Weather-type’s die roll modifier. The result is the number of Air Units available to that player. These Air Units are available that turn only and you cannot save them from turn to turn. You can use them in any of a number of different phases in each turn, but each Air Unit can only be used once.

**1.11a** Each Air Unit expended shifts a ground combat (Regular or Overrun) one column in the owning player’s favor. Identify Air Points used at the moment of use. Use any number of the available Air Units to affect a single combat. Air Units can affect either attacks or defenses.

Subtract the Air Units used by the defender from those used by the attacker and shift the final odds column that number—left if negative, right if positive. Shifts beyond the table’s available columns have no additional effect; use the last available table column in these cases.

- The defender identifies any use of Air Units **FIRST** (before the attacker does so and before determining the odds).

- Air Points can be used in any phase containing regular or overrun combats—including the Reaction Phase.

**1.11b** Air Units can attack alone or with artillery during any of the player’s Barrage Phases. More than one Air Unit can affect a single barrage

- Each Air Unit gives 5 barrage points.

**1.11c** The Axis player can also designate one or more of his Air Units to conduct air lift operations into any Axis Air Base. Air Lifts only occur in the Axis Movement Phase. Two Air Points can transport 1 SP (round Air Points down where an odd amount is allocated—in a word, don’t!). Supply Points cannot move in the turn they are air lifted.



## 1.12 Determined Action Markers (DAMs)

Each player has one or more of these markers. He can use them freely provided the number in play at any one time never exceeds the number he began the scenario. Each DAM can be used any number of times but can be used only once per turn. Even if a hex contains a DAM, the player is not required to use it—he can freely choose to use it or not, but each DAM can only be used once.

**1.12a Placements of DAMs.** DAMs are placed by each player any time during his own Movement and Reserve & Determined Action Designation Phase. Place DAMs in any hex—occupied or not. DAMs have no effect on unoccupied hexes (but such placement allows the player to move his units up to where an attack (or defense) **will** occur later). If there are already units in the hex, place the DAM at the **bottom**. If units move into a DAM hex, place the units on top of the DAM marker. DAMs cannot be placed into enemy held hexes, and remove any DAM whose hex enemy units enter and return it to its owner for future use.



**There is no additional effect for additional DAMs in a single hex.**

Once placed, a DAM must remain in its hex until it is removed when used or until the next friendly Movement and Reserve & Determined Action Designation Phase.

**1.12b DAM Usage.** Each DAM can affect only **one** attack, overrun, or defense—remove the DAM immediately after being used. It can affect any number of units in its stack—or any number of stacks in a single attack (read carefully 1.12c!). Remove each DAM as it is used.

**1.12c DAMs in the Attack. Soviet Version:** Only the attacking units **stacked** with the DAM marker have their attack strength x 2. **Axis Version:** If at least one of the attacking stacks in a given attack contains a DAM, **all** attackers in the combat are x 2 (even if in different stacks). Remove the DAM afterwards. DAMs can be used for Overrun attacks (even in the Reaction Phase).

**1.12d DAMs in the Defense.** If the defender's hex contains a DAM, the defender's defense strength is x2. Remove the DAM afterwards.

**1.12e DAMs and Other Strength Modifiers.** The x2 effect of a DAM is cumulative with any other strength multipliers affecting an attacking or defending unit. For instance, a defending stack with both a DG and a DAM marker in it would defend at x1 if the DAM was used.

## 2.0 Soviet Special Rules

### 2.1 Katyusha Pull Out & Return

Katyushas are removed from play when fired and returned **five** turns later as reinforcements. When they return, they enter from the Entry Area closest to their owning HQ (if any), or in any Entry Area (if no HQ owns them). Katyushas cannot fire if they cannot trace off a friendly map edge at the moment of firing. (This rule has no effect on German Werfer units.)



### 2.2 HQ Restrictions

Almost all Soviet units are color coded with colored stripes. These stripes indicate which HQ owns them. Units owned by a particular HQ must trace supply to that HQ (if that HQ is destroyed, they must either trace to a reinforcing HQ—see below—or be Out of Supply).

**2.2a Reinforcement Units** have no stripe and can trace supply to any HQ. **EXCEPTION:** A number of reinforcing units of the 1st Guards Army appear on Turn 3. These reinforcements can only trace supply to their own HQ.

**2.2b Reinforcement HQs** have no stripe and can supply units without stripes or units with stripes of any color.

## 2.3 The 62nd Army (Optional)

Players may find the Soviet player's free use of the 62nd Army to be annoying—given a free hand, most players will drop the east bank of the Volga in a heartbeat and transfer the army to an active theater. When this option is used, the 62nd Army HQ must remain east of the Volga. The units of the army can function normally, but must maintain their supply line to the locked down HQ.

Make no victory adjustment for this option's use—that way it can be used by players to tone down the Russian attack while they learn to use the Axis effectively or to compensate for players of differing skill.

## 3.0 Axis Special Rules

### 3.1 Alert Units

Unlike other reinforcements, Alert units do not appear through the map edge's Entry Areas. Alert units can be placed as follows (given that the hex chosen does not overstack or contain an EZOC—friendly units do not negate this restriction, and the hex is on the Frontline or is further West than it):

- Any hex adjacent to the Chir or Don Rivers.\*
- On any hex containing an Axis HQ.
- On either the Pitomnik or Gumrak Air Base hexes.\*

\*In these cases, an Axis HQ must be within supply range of the hex in question.

These locations **do not** have to trace to the Axis Map edges to allow these units to arrive there.

Ignore this rule when Alert units are called for in a scenario's set up—these rules apply only to Alert units entering play as reinforcements. Aside from the above special placement rule, Alert units function the same as any other.

## 3.2 Air Bases

The Axis player has two Air Bases—Pitomnik and Gumrak. These Air Bases only serve two functions: 1) they serve as the entry point for Supply Points being flown onto the map, as per 1.11c, and 2) they are one of the points where Alert Units can enter. Otherwise, they have no function, do not have any Movement or Combat ability, and are destroyed whenever an enemy unit enters their hex. To enter an air base hex, a Russian unit need only move into the hex as if nothing was there. If the air base's hex is occupied by other friendly units and those units are destroyed or retreat, the air base is destroyed if a Soviet unit advances into the hex.

## 3.3 Frontline Requirement

In scenarios starting on Turn 1, the following is required of the Axis set up of any formations with set ups with the frontline as one of its boundaries:

All Infantry or Mechanized Infantry (PG) units must be set up in frontline hexes. This requirement does not apply to units which do not contain the standard infantry symbol or the standard mechanized infantry symbol or those whose set up areas do not include the frontline trace at all.

## 4.0 Set Up Notes

**4.0a First Player to Set Up.** The Axis Player always sets up first.

**4.0b First Player to Move.** The Soviet Player always moves first.

**4.0c Set Up Boundaries and Frontline.** In scenarios starting on turn 1, the Axis player can set up on the Frontline trace, the Soviet player cannot. Where units share a common boundary (not counting the Frontline), both can set up on the boundary.

**4.0d At Start Supply Considerations.** All units are in supply at the beginning of every scenario.

**4.0e Reserve Markers and DAMs placement at Set Up.** No Reserve Markers or DAMs are ever set up before a player's first Movement and Reserve & Determined Action Designation Phase.

## 5.0 Scenarios

### Scenario 1: The Northern Pincer

This scenario explores the attack of the Northern Pincer of Operation Uranus—the attack of the 5th Tank and 24th Armies.

**Play Area:** The area bounded by the road from 15.27 to 17.24, then xx.24, and 35.xx, and the north-west map edges, inclusive.

**Start Turn:** 1

**End Turn:** 5

**Game Length:** 5 Turns

**Special Rule:** The number of air points available in this scenario each turn is the number determined as per 1.11 **divided by two**. Round 0.5's up.

#### Axis Information:

- Reserve Markers Available: 6
- DAM Markers Available: 2

#### Set Up:

**Each Corps within its Corps Zone:**

1 Rum Corps

- 1 Rum Corps HQ
- 51 Cavalry Bn
- 8 Hvy Artillery Rgt
- 7 Infantry Div
  - 16 Infantry Rgt
  - 14 Infantry Rgt
  - 37 Infantry Rgt
  - Artillery Bde
- 11 Infantry Div
  - 2 Infantry Rgt
  - 3 Infantry Rgt
  - 19 Infantry Rgt
  - Artillery Bde

2 Rum Corps

- 2 Rum Corps HQ
- 2 Hvy Artillery Rgt
- 52 Cavalry Bn
- 9 Infantry Div
  - 40 Infantry Rgt
  - 36 Infantry Rgt
  - 84 Infantry Rgt
  - Artillery Bde
- 14 Infantry Div
  - Infantry Group
  - Artillery Bde

5 Rum Corps

- 5 Rum Corps HQ
- 5 Hvy Artillery Rgt
- 5 Infantry Div
  - 32 Infantry Rgt
  - 9 Infantry Rgt
  - 8 Infantry Rgt
  - Artillery Bde
- 6 Infantry Div
  - 27 Infantry Rgt
  - 15 Infantry Rgt
  - 10 Infantry Rgt
  - Artillery Bde
- 55 Cavalry Bn

4 Rum Corps

- 4 Rum Corps HQ
- 4 Hvy Artillery Rgt
- 54 Cavalry Bn
- 13 Infantry Div
  - Infantry Group
  - Artillery Bde
- 15 Infantry Div
  - 12 Infantry Rgt
  - 25 Infantry Rgt
  - 10 Infantry Rgt
  - Artillery Bde

1 Cav Division

- 1 Ros Cavalry Rgt
- 2 Roca Cavalry Rgt
- Carda Cavalry Rgt
- 1 Artillery Rgt

Army Troops

**With any Corps Above:**

- 430 Rum Infantry Bn
- 7 Rum Cav Div
  - Ros 11 Cavalry Rgt
  - Cal 11 Cavalry Rgt
  - 5 Artillery Rgt
- KG Lepper PJ Bn
- KG Simons

Pz Reserve Heim

**w/i 1 12.17:**

- 1 Rum Pz Div
  - Aufk Bn
  - 1 Pz Rgt
  - 3 Infantry Rgt
  - 4 Infantry Rgt
  - 1 Artillery Rgt

**w/i 2 15.13:**

- 22 German Pz Div
  - 1-204 Pz Bn
  - 129 Infantry Rgt
  - 24 MC Motorcycle Bn
  - 140 Artillery Rgt
  - Aufk Bn

**Anywhere on Axis side of Frontline:**

- 326 Bicycle Bn

**Reinforcements:**

Turn 2:

**w/i 2 35.11:** KG Tsch, KG Göbl, KG Miko  
1x Alert Bn (see 3.1)

Turn 3:

**Area G:**

294 German Infantry Div

- 513 Infantry Rgt
- 514 Infantry Rgt
- 515 Infantry Rgt
- 249 Artillery Rgt

2x Alert Bn (see 3.1)

Turn 4:

**Area G:**

62 German Infantry Div

- 179 Infantry Rgt
- 183 Infantry Rgt
- 190 Infantry Rgt
- 162 Artillery Rgt

2x Alert Bn (see 3.1)

Turn 5:

**Area G:** 48 Pz Corps HQ, KG Wenck  
3x Alert Bn (see 3.1)

*The Circle of Death—IL-2's over the city.*



## Soviet Information:

- Reserve Markers Available: 8
- DAM Markers Available: 4

### Set Up:

#### Each Army within its Army Zone:

##### 1st Guards Army

- 1 Gds Army HQ
- 1 Infantry Div
- 266 Infantry Div
- 153 Infantry Div
- 197 Infantry Div

##### 5th Tank Army

- 5 Tank Army HQ
- 3x Katyusha Bdes
- 2x Artillery Bdes
- 14 Gd Infantry Div
- 50 Gd Infantry Div
- 159 Infantry Div
- 8 Cav Corps
  - 21 Cav Div
  - 55 Cav Div
  - 112 Cav Div
- 8 Gd Tank Bde
- 47 Gd Infantry Div
- 119 Infantry Div
- 346 Infantry Div
- 26 Tank Corps
  - 19 Tank Bde
  - 157 Tank Bde
  - 216 Tank Bde
  - 14 Infantry Bde
- 1 Tank Corps
  - 89 Tank Bde
  - 117 Tank Bde
  - 159 Tank Bde
  - 44 Infantry Bde
- 8 Motorcycle Rgt

##### 21 Army

- 21 Army HQ
- 1x Katyusha Bde
- 2x Artillery Bdes
- 96 Infantry Div
- 293 Infantry Div
- 333 Infantry Div
- 63 Infantry Div
- 1 Gd Tank Rgt
- 2 Gd Tank Rgt
- 3 Gd Tank Rgt
- 3 Gd Cav Corps
  - 5 Gd Cav Div
  - 6 Gd Cav Div
  - 32 Cav Div
- 4 Tank Corps
  - 45 Tank Bde
  - 69 Tank Bde
  - 102 Tank Bde
  - 4 Infantry Bde
- 51 Gd Infantry Div
- 277 Infantry Div
- 5 Light Infantry Bde

## Reinforcements:

Turn 3:

### For the 1st Gds Army via Area A:

- 203 Infantry Div
- 278 Infantry Div
- 22 Infantry Bde

### Area B: 315 Infantry Div

## Victory Conditions:

The Soviet player wins if **two or fewer** of the following hexes contain supplied Axis units at the end of play (supply status as per the last Axis Supply Phase):

- Bokoskaya (6.08)
- Perelazovskii (16.14)
- Surovikino (29.11)
- Nizhne-Chirskaya (35.11)
- Kalach (34.19)



*German infantry slowly pulling back into the frozen pocket.*

## Scenario 2: Operation Uranus

On November 19th, 1942, the Soviet hammer-blows of artillery and rocket fire disturbed the morning fog shattering the southern Axis frontline. Men were buried to death in their defensive positions. Soviet tanks propelled forward in two pincers which would in a few days slam the door shut on Hitler's strongest single army on the Eastern Front. One of the epic campaigns of the War in the East had begun.

This one is the campaign game. In it players can explore the full gamut of Soviet and Axis actions, options and responses. Have a great time!

**Play Area:** All

**Start Turn:** 1

**End Turn:** 16

**Game Length:** 16 Turns

### Axis Information:

- Reserve Markers Available: 10
- DAM Markers Available: 2

### Set Up:

#### Each Corps within its Corps Zone:

1 Rum Corps  
 1 Rum Corps HQ  
 51 Cavalry Bn  
 8 Hvy Artillery Rgt  
 7 Infantry Div  
 16 Infantry Rgt  
 14 Infantry Rgt  
 37 Infantry Rgt  
 Artillery Bde  
 11 Infantry Div  
 2 Infantry Rgt  
 3 Infantry Rgt  
 19 Infantry Rgt  
 Artillery Bde

2 Rum Corps  
 2 Rum Corps HQ  
 2 Hvy Artillery Rgt  
 52 Cavalry Bn  
 9 Infantry Div  
 40 Infantry Rgt  
 36 Infantry Rgt  
 84 Infantry Rgt  
 Artillery Bde  
 14 Infantry Div  
 Infantry Group  
 Artillery Bde

5 Rum Corps  
 5 Rum Corps HQ  
 5 Hvy Artillery Rgt  
 5 Infantry Div  
 32 Infantry Rgt  
 9 Infantry Rgt  
 8 Infantry Rgt  
 Artillery Bde  
 6 Infantry Div  
 27 Infantry Rgt  
 15 Infantry Rgt  
 10 Infantry Rgt  
 Artillery Bde  
 55 Cavalry Bn

4 Rum Corps  
 4 Rum Corps HQ  
 4 Hvy Artillery Rgt  
 54 Cavalry Bn  
 13 Infantry Div  
 Infantry Group  
 Artillery Bde  
 15 Infantry Div  
 12 Infantry Rgt  
 25 Infantry Rgt  
 10 Infantry Rgt  
 Artillery Bde  
 1 Cav Division  
 1 Ros Cavalry Rgt  
 2 Ros Cavalry Rgt  
 Carda Cavalry Rgt  
 1 Artillery Rgt

### Army Troops

#### With any Corps Above:

430 Rum Infantry Bn  
 7 Rum Cav Div  
 Ros 11 Cavalry Rgt  
 Cal 11 Cavalry Rgt  
 5 Artillery Rgt  
 KG Lepper PJ Bn  
 KG Simons



Marshal Zukov—the victor of Stalingrad.

Pz Reserve Heim  
**w/i 1 12.17:**  
 1 Rum Pz Div  
 Aufk Bn  
 1 Pz Rgt  
 3 Infantry Rgt  
 4 Infantry Rgt  
 1 Artillery Rgt

**w/i 2 15.13:**  
 22 German Pz Div  
 1-204 Pz Bn  
 129 Infantry Rgt  
 24 MC Motorcycle Bn  
 140 Artillery Rgt  
 Aufk Bn

**w/i 1 26.24:**  
 14 Pz Div  
 2-36 Pz Bn  
 4 Artillery Rgt

#### Each Corps within its Corps Zone:

11 Corps  
 11 Corps HQ  
 51 Werfer Rgt  
 376 Infantry Div  
 672 Infantry Rgt  
 673 Infantry Rgt  
 767 Infantry Rgt  
 376 Artillery Rgt  
 44 Infantry Div  
 Aufk Bn  
 131 Infantry Rgt  
 132 Infantry Rgt  
 134 Infantry Rgt  
 96 Artillery Rgt  
 384 Infantry Div  
 534 Infantry Rgt  
 535 Infantry Rgt  
 536 Infantry Rgt  
 384 Artillery Rgt

8 Corps  
 8 Corps HQ  
 8 Artillery Group  
 76 Infantry Div  
 Infantry Grp A  
 Infantry Grp B  
 176 Artillery Rgt  
 113 Infantry Div  
 Aufk Bn  
 Infantry Grp A  
 Infantry Grp B  
 87 Artillery Rgt



14 Pz Corps  
 14 Pz Corps HQ  
 9 MG Bn  
 16 Pz Div  
 Aufk Bn  
 1-2 Pz Bn  
 Infantry Grp  
 16 MC Motorcycle Bn  
 16 Artillery Rgt  
 60 Mtr Infantry Div  
 160 MC Motorcycle Bn  
 Infantry Grp  
 160 Pz Bn  
 160 Artillery Rgt  
 3 Mtr Infantry Div  
 Infantry Grp  
 3 Artillery Rgt  
 103 Pz Bn  
 94 Infantry Div  
 2 Werfer Rgt  
 849 Artillery Bn

51 Corps  
 51 Corps HQ  
 24 Pz Div  
 1-24 Pz Bn  
 2-24 Pz Bn  
 Infantry Grp  
 89 Artillery Rgt  
 4 MC Motorcycle Bn  
 14 Pz Div  
 KG Seydel  
 53 Werfer Rgt  
 A-51 Artillery Group  
 B-51 Artillery Group  
 389 Infantry Div  
 Infantry Grp  
 389 Artillery Rgt  
 79 Infantry Div  
 Infantry Grp  
 179 Artillery Rgt  
 100 Jg Div  
 Infantry Grp  
 369 K (Croatian) Infantry Rgt  
 83 Artillery Rgt  
 244 AG Bn  
 295 Infantry Div  
 71 Infantry Div  
 Infantry Grp  
 171 Artillery Rgt  
 305 Infantry Div

4 Corps  
 4 Corps HQ  
 4 Artillery Group  
 371 Infantry Div  
 Infantry Grp  
 371 Artillery Rgt  
 297 Infantry Div  
 Infantry Grp  
 297 Artillery Rgt  
 243 AG Bn

6 Rum Corps  
 6 Corps HQ  
 1 Hvy Artillery Rgt  
 56 Cavalry Bn  
 20 Infantry Div  
 Infantry Group  
 Artillery Bde  
 2 Infantry Div  
 Infantry Group  
 Artillery Bde  
 18 Infantry Div  
 18 Infantry Rgt  
 90 Infantry Rgt  
 Artillery Rgt  
 1 Infantry Div  
 Infantry Group  
 2-38 Artillery Bn  
 4 Infantry Div  
 Infantry Group  
 3-2 Artillery Bn  
 5 Cav Div  
 6 Motorized Infantry Rgt  
 7 Cavalry Rgt  
 8 Cavalry Rgt  
 Artillery Rgt

7 Rum Corps  
 7 Corps HQ  
 8 Cav Div  
 3 Motorized Infantry Rgt  
 2 Cavalry Rgt  
 4 Cavalry Rgt  
 3 Artillery Rgt  
 7 Hvy Artillery Rgt  
 57 Cavalry Bn

**Anywhere on Axis side of Frontline:**

326 Bicycle Bn  
 6 Supply Points

**w/i 2 46.23:**  
 29 Mtr Infantry Div  
 Aufk Bn  
 129 Pz Bn  
 71 Infantry Rgt  
 15 Infantry Rgt  
 29 MC Motorcycle Bn  
 29 Artillery Rgt

**40.27:** Pitomnik Air Base  
**41.30:** Gumrak Air Base

**Reinforcements:**

Turn 2:  
**w/i 2 35.11:** KG Tsch, KG Göbl, KG Miko  
 2x Alert Bn (see 3.1)

Turn 3:  
**Area G:**  
 294 German Infantry Div  
 513 Infantry Rgt  
 514 Infantry Rgt  
 515 Infantry Rgt  
 249 Artillery Rgt

**Area E:** KG Prus, KG Birk  
 3x Alert Bn (see 3.1)

Turn 4:  
**Area G:**  
 62 German Infantry Div  
 179 Infantry Rgt  
 183 Infantry Rgt  
 190 Infantry Rgt  
 162 Artillery Rgt

**Area E:** KG Bsff, KG v.Pw  
 4x Alert Bn (see 3.1)

Turn 5:  
**Area G:** 48 Pz Corps HQ, KG Wenck  
 5x Alert Bn (see 3.1)

Turn 6:  
**Area F:**  
 7 LW Field Div  
 1 Infantry Bn  
 2 Infantry Bn  
 3 Infantry Bn  
 Artillery Bn  
 4x Alert Bn (see 3.1)

Turn 7:  
**Area F:**  
 8 LW Field Div  
 1 Infantry Bn  
 2 Infantry Bn  
 3 Infantry Bn  
 4 Infantry Bn  
 Artillery Bn

Turn 8:

**Area F:**

336 German Infantry Div  
685 Infantry Rgt  
686 Infantry Rgt  
687 Infantry Rgt  
336 Artillery Rgt

**Area F:**

11 Pz Div  
1-15 Pz Bn  
2-15 Pz Bn  
3-15 Pz Bn  
110 Infantry Rgt  
111 Infantry Rgt  
61 MC Motorcycle Bn  
Motorcycle Lehr Bn  
119 Artillery Rgt

**Area G:** 17 Corps HQ

2x Alert Bn (see 3.1)

Turn 9:

2x Alert Bn (see 3.1)

Turn 10:

**Area E:**

6 Pz Div  
1-11 Pz Bn  
2-11 Pz Bn  
4 Infantry Rgt  
114 Infantry Rgt  
6 Pz Recon Bn  
76 Artillery Rgt

Turn 11:

**Area E:**

15 LW Field Div  
29 Jäger Rgt  
30 Jäger Rgt  
15 Artillery Rgt

Turn 12:

**Area E:**

23 Pz Div  
1-203 Pz Bn  
2-203 Pz Bn  
126 Infantry Rgt  
128 Infantry Rgt  
23 Pz Recon Bn  
128 Artillery Rgt

Turn 14:

**Area E:**

17 Pz Div  
40 Infantry Rgt  
63 Infantry Rgt  
1-39 Pz Bn  
17 Pz Recon Bn  
27 Artillery Rgt

**Soviet Information:**

- Reserve Markers Available: 12
- DAM Markers Available: 6

**Set Up:**

**Each Army within its Army Zone:**

1st Guards Army

1 Gds Army HQ  
1 Infantry Div  
266 Infantry Div  
153 Infantry Div  
197 Infantry Div

5th Tank Army

5 Tank Army HQ  
3x Katyusha Bdes  
2x Artillery Bdes  
14 Gd Infantry Div  
50 Gd Infantry Div  
159 Infantry Div

8 Cav Corps

21 Cav Div  
55 Cav Div  
112 Cav Div

8 Gd Tank Bde  
47 Gd Infantry Div

119 Infantry Div  
346 Infantry Div  
26 Tank Corps  
19 Tank Bde  
157 Tank Bde  
216 Tank Bde  
14 Infantry Bde

1 Tank Corps

89 Tank Bde  
117 Tank Bde  
159 Tank Bde  
44 Infantry Bde

8 Motorcycle Rgt

21 Army

21 Army HQ  
1x Katyusha Bde  
2x Artillery Bdes  
96 Infantry Div  
293 Infantry Div  
333 Infantry Div  
63 Infantry Div  
1 Gd Tank Rgt  
2 Gd Tank Rgt  
3 Gd Tank Rgt  
3 Gd Cav Corps

5 Gd Cav Div  
6 Gd Cav Div  
32 Cav Div

4 Tank Corps

45 Tank Bde  
69 Tank Bde  
102 Tank Bde  
4 Infantry Bde

51 Gd Infantry Div

277 Infantry Div

5 Light Infantry Bde

65 Army

65 Army HQ  
1x Artillery Bde  
2x Katyusha Bdes  
4 Gd Infantry Div  
27 Gd Infantry Div  
40 Gd Infantry Div  
258 Infantry Div  
91 Tank Bde  
321 Tank Bde  
252 Infantry Div  
304 Infantry Div  
23 Infantry Div  
24 Infantry Div  
321 Infantry Div

24 Army

2x Artillery Bdes  
1x Katyusha Bde  
24 Army HQ  
54 UR Bde  
49 Infantry Div  
84 Infantry Div  
120 Infantry Div  
273 Infantry Div  
298 Infantry Div  
173 Infantry Div  
214 Infantry Div  
233 Infantry Div  
260 Infantry Div  
16 Tank Corps  
107 Tank Bde  
109 Tank Bde  
164 Tank Bde  
15 Infantry Bde  
10 Tank Bde

66 Army

1x Artillery Bde  
1x Katyusha Bde  
66 Army HQ  
299 Infantry Div  
99 Infantry Div  
116 Infantry Div  
226 Infantry Div  
343 Infantry Div  
58 Tank Bde  
64 Infantry Div

62 Army  
 62 Army HQ  
 2x Katyusha Bde  
 1x Artillery Bde  
 45 Infantry Div  
 95 Infantry Div  
 138 Infantry Div  
 42 Infantry Bde  
 92 Infantry Bde  
 115 Infantry Bde  
 124 Infantry Bde  
 149 Infantry Bde  
 160 Infantry Bde  
 13 Gd Infantry Div  
 37 Gd Infantry Div  
 39 Gd Infantry Div  
 112 Infantry Div  
 193 Infantry Div  
 284 Infantry Div  
 308 Infantry Div  
 84 Tank Bde

64 Army  
 64 Army HQ  
 7 Rifle Corps  
 93 Infantry Bde  
 96 Infantry Bde  
 97 Infantry Bde  
 1x Katyusha  
 Vinnica Cadet Rgt  
 38 Infantry Div  
 29 Infantry Div  
 157 Infantry Div  
 36 Gd Infantry Div  
 204 Infantry Div  
 20 Light Infantry Bde  
 154 Naval Infantry Bde  
 66 Naval Infantry Bde  
 56 Tank Bde  
 13 Tank Bde  
 118 UR Bde

57 Army  
 57 Army HQ  
 1x Katyusha Bde  
 1x Artillery Bde  
 156 Naval Infantry Bn  
 169 Infantry Div  
 422 Infantry Div  
 13 Tank Corps  
 17 Mech Bde  
 61 Mech Bde  
 62 Mech Bde  
 143 Infantry Bde  
 90 Tank Bde  
 225 Tank Bde  
 41 Tank Rgt

51 Army  
 51 Army HQ  
 1x Katyusha Bde  
 76 UR Bde  
 1x Artillery Bde  
 15 Gd Infantry Div  
 254 Tank Bde  
 126 Infantry Div  
 302 Infantry Div  
 91 Infantry Div  
 38 Infantry Bde  
 4 Mech Corps  
 36 Mech Bde  
 59 Mech Bde  
 60 Mech Bde  
 55 Tank Rgt  
 158 Tank Rgt  
 4 Cav Corps  
 61 Cav Div  
 81 Cav Div

**Set these units up anywhere on the Soviet side of the Frontline:**

1 Gds Mech Corps  
 1 Gd Mech Bde  
 2 Gd Mech Bde  
 3 Gd Mech Bde  
 16 Gd Tank Rgt  
 17 Gd Tank Rgt  
 116 Gd Artillery Rgt  
 77 UR Bde  
 115 UR Bde  
 156 UR Bde  
 159 UR Bde  
 300 Infantry Div

85 Tank Bde  
 35 Tank Rgt  
 166 Tank Rgt  
 5 Artillery Rgt  
 400 Artillery Rgt

**Reinforcements:**

Turn 3:

**For the 1st Gds Army via Area A:**

203 Infantry Div  
 278 Infantry Div  
 22 Infantry Bde

**Area B:** 315 Infantry Div

**Area C:** 87 Infantry Div

Turn 6:

**Area D:** 139 Tank Rgt, 198 Tank

Rgt

**Any Area A through D:** 1x

Artillery Bde

Turn 9:

**Area B:**

7 Tank Corps  
 3 Gd Tank Bde  
 87 Tank Bde  
 62 Tank Bde  
 7 Infantry Bde

**Area B:**

5 Mech Corps  
 168 Tank Rgt  
 188 Tank Rgt  
 45 Mech Bde  
 49 Mech Bde  
 50 Mech Bde

**Area A:** 114 Tank Rgt, 119 Tank

Rgt

Turn 11:

**Area A:** 94 Infantry Bde, 90 Tank Bde (independent)



*Stalin's Organs—the dreaded Katyusha rocket artillery.*

Turn 13:

**Any Area A through D:**

2 Gd Army HQ  
2 Gd Mech Corps  
4 Gd Mech Bde  
5 Gd Mech Bde  
6 Gd Mech Bde  
21 Tank Rgt  
22 Tank Rgt  
117 Gd Artillery Rgt  
5 Gd Tank Rgt  
6 Gd Tank Rgt  
7 Gd Tank Rgt  
8 Gd Tank Rgt  
9 Gd Tank Rgt  
10 Gd Tank Rgt  
3 Gd Infantry Div  
24 Gd Infantry Div  
98 Infantry Div  
33 Gd Infantry Div  
49 Gd Infantry Div  
387 Infantry Div

**Victory Conditions:**

Determine the number of the following hexes that contain supplied Axis units at the end of play (supply status as per the last Axis Supply Phase):

Bokoskaya (6.08)  
Perelazovskii (16.14)  
Surovikino (29.11)  
Nizhne-Chirskaya (35.11)  
Kalach (34.19)  
Kotelnikovo (51.01)  
Bridge entry hex (50.10)  
Bridge entry hex (50.11)  
Gromoslavka (45.14)  
Marinovka (37.23)  
Karpovka (39.25)  
Each Stalingrad City Hex: (43.32, 43.33, 44.29, 44.30, 44.31, 44.32)  
(Total VP hexes available: 17)

**Total VP Hexes containing**

Supplied Axis Units:	Victory Type:
13 or more	Major German Victory
12 to 10	Minor German Victory
9	Minor Soviet Victory
8 to 7	Major Soviet Victory
6 or less	Massive Soviet Victory

**Scenario 3: The Chir Battles**

This scenario examines the aborted Soviet attempt to further the gains of the Uranus offensive across the Chir River. This offensive was stopped cold by the exemplary mobile defense conducted by the 11th Panzer Division.

**Play Area:** The area enclosed between 24.xx, xx.13, 35.xx and the map edge (inclusive)

**Start Turn:** 10

**End Turn:** 16

**Game Length:** 7 Turns

**Special Rules:**

**A)** The number of air points available in this scenario each turn is the number determined as per 1.11 **divided by three**. Round normally.

**B)** The one Katyusha available to the Soviets is removed from play when fired and does not come back to the game thereafter.

**Axis Information:**

- Reserve Markers Available: 5
- DAM Markers Available: 2

**Set Up:**

**24.03:** Alert Bn  
**25.03:** 2x Alert Bn  
**26.03:** Alert Bn  
**26.04:** 8 LW Div (1 Inf Bn, Arty Bn)  
**27.05:** 8 LW Div (2 Inf Bn)  
**27.06:** 8 LW Div (3, 4 Inf Bn)  
**28.06:** 1 Rum Cav Div (2 Ros Cav Rgt), 54 Rum Cav Bn  
**w/i 3 33.05:** 11 Pz Div (1-15, 2-15, 3-15 Pz Bn, 61 MC Bn, Lehr MC Bn, 110 Inf Rgt, 111 PG Rgt, 119 Arty Rgt)  
**33.04:** 48 Pz Corps HQ  
**28.07:** 13 Rum Inf Div (Inf Grp)  
**28.09:** 1 Rum Cav Div (1 Ros Cav Rgt)  
**29.10:** 7 LW Div (3 Inf Bn)  
**29.11:** 7 LW Div (1, 2 Inf Bn, Arty Bn)  
**30.10:** Alert Bn  
**31.10:** Alert Bn  
**32.08:** 336 Inf Div (685 Inf Rgt)  
**33.10:** 336 Inf Div (687 Inf Rgt, 336 Arty Rgt)  
**35.11:** 336 Inf Div (686 Inf Rgt)  
**35.12:** Alert Bn  
**34.11:** Alert Bn

**Reinforcements:**

None

**Soviet Information:**

- Reserve Markers Available: 4
- DAM Markers Available: 2

**Set Up:**

**5th Tank Army Units:**

**30.11:** 5 Tank Army HQ  
**24.04:** 8 Cav Corps (21, 55, 112 Cav Div)  
**24.07:** Arty Bde  
**25.05:** 47 Gd Inf Div  
**26.06:** 63 Inf Div  
**27.07:** 8 Gd Tank Bde  
**27.08:** 346 Inf Div  
**27.10:** 8 MC Rgt  
**28.11:** 119 Inf Div  
**29.12:** Katyusha Bde, 159 Inf Div  
**32.09:** 1 Tank Corps (89, 159 Tank Bde, 44 Inf Bde)

Note: 117 Tank Bde of 1 Tank Corps is dead.

**32.11:** Arty Bde

**21st Army Units:**

**28.11:** 21 Army HQ  
**25.05:** 5 Lt Inf Bde  
**27.09:** 2x Arty Bde  
**30.11:** 3 Gd Cav Corps (5 Gd Cav Div)  
**31.11:** 333 Inf Div  
**31.12:** 3 Gd Cav Corps (6 Gd Cav Div)  
**32.10:** 51 Gd Div  
**32.11:** 3 Gd Cav Corps (32 Cav Div)  
**35.13:** 96 Inf Div

**65th Army Units:**

**27.10:** 65 Army HQ  
**27.09:** 321 Inf Div  
**33.12:** 258 Inf Div  
**34.12:** 4 Gd Inf Div

**Not Affiliated (Un-Banded) Units:**

**w/i 1 26.10:** 5 M Corps (168, 188 Tank Rgt, 45, 49, 50 Mech Bde)

**Reinforcements:**

None

**Victory Conditions:**

The Soviet player wins if he takes and holds any two of the following hexes: 35.11, 33.04, 29.11, 26.01

The German player wins if the Soviet player fails to meet his victory conditions AND at least five hexes adjacent to the Chir River are occupied by supplied Axis units when the game ends.

Any other result is a draw.

## Scenario 4: The Relief Operation

This simple scenario examines the running of the gauntlet attempted by Panzer Group Hoth in its attempt to relieve the Stalingrad Pocket. This one makes a good quick learning scenario.

**Play Area:** South of the Don River, West of xx.25 (inclusive) and the map edges.

**Start Turn:** 13

**End Turn:** 16

**Game Length:** 4 Turns

**Special Rules:**

A) The number of air points available in this scenario each turn is the **FULL** number determined as per 1.11.

B) No Soviet unit can **end** a Soviet Player Turn **at or within 2 hexes** of any Soviet VP Hex. If a Soviet unit ends the Soviet player turn at or within 2 hexes of these locations, the Germans automatically win.

### Axis Information:

- Reserve Markers Available: 6
- DAM Markers Available: 2

### Set Up:

**w/i 5 51.01:**

15 LW Inf Div (29, 30 Inf Rgt, 15 Arty Rgt)

6 Pz Div (1-11, 2-11 Pz Bn, 4 Inf Rgt, 114 PG Rgt, 6 MC Bn, 76 Arty Rgt)

23 Pz Div (1-203, 2-203 Pz Bn, 126 Inf Rgt, 128 PG Rgt, 23 MC Bn, 128 Arty Rgt)

4x Alert Bn  
V.Pw Cavalry KG  
Bsff PG KG

17 Corps HQ  
2 Rum Inf Div (Inf Grp, Arty Bde)  
1 Rum Inf Div (Inf Grp)  
6 Rum Corps HQ  
18 Rum Inf Div (90 Inf Rgt)  
5 Rum Cav Div (6, 7 Cav Rgt, Arty Rgt)

8 Rum Cav Div (2, 3, 4 Cav Rgt, 3 Arty Rgt)

### Reinforcements:

Turn 14:

**Area E (at 51.01 only):**

17 Pz Div  
40 Infantry Rgt  
63 Infantry Rgt  
1-39 Pz Bn  
17 Pz Recon Bn  
27 Artillery Rgt

### Soviet Information:

- Reserve Markers Available: 6
- DAM Markers Available: 4

### Set Up:

**51st Army Units:**

**50.11:** 51 Army HQ, 76 UR Bde, 1x Arty Bde

**42.12:** 4 M Mech Corps (55 Tank Rgt, 59 Mech Bde)

**49.14:** 38 Inf Bde

**54.13:** 126 Inf Div

**w/i 1 45.07:** 4 Cav Corps (61, 81 Cav Div)

**51.08:** 302 Inf Div

**56.07:** 91 Inf Div

**57th Army Units:**

**45.15:** 57 Army HQ, 90 Tank Bde, 422 Inf Div

**44.13:** 225 Tank Bde

**50.09:** 13 Tank Corps (17, 61 Mech Bde)

**Unaffiliated (Un-Banded) Units:**

**37.14:** 315 Inf Div

**39.10:** 300 Inf Div

### Reinforcements:

Turn 13:

**Hex 46.25:**

2 Gd Army HQ  
2 Gd Mech Corps  
4 Gd Mech Bde  
5 Gd Mech Bde  
6 Gd Mech Bde  
21 Tank Rgt  
22 Tank Rgt  
117 Gd Artillery Rgt

5 Gd Tank Rgt  
6 Gd Tank Rgt  
7 Gd Tank Rgt  
8 Gd Tank Rgt  
9 Gd Tank Rgt  
10 Gd Tank Rgt  
3 Gd Infantry Div  
24 Gd Infantry Div  
98 Infantry Div  
33 Gd Infantry Div  
49 Gd Infantry Div  
387 Infantry Div

### Victory Conditions:

- The Axis wins if they exit Two Supplied (they must make and pass a supply check in the exit hex Panzer Battalions off the east play edge via 39.25, 46.25, or 40.25 at any point in the game. The German player also automatically wins if the Soviet player ends a Soviet Player Turn with any units at or within 2 hexes of these VP hexes.

- The Russians win if no Supplied German units (Rumanians do not count) are east of xx.15 (exclusive).

All other results are a draw.

Russian cavalry on the attack.



## Counter Errata

The following counter errors were spotted before this rulebook went to press but, unfortunately, after the counters were printed.

Be sure to maintain a current address on our customer list so you will obtain the free replacements for these counters when they are corrected in the 1996 Christmas mailing—if you are not on the list or the address there is not current you will not get yours...

- 5 Rumanian HQ and 23 MC Bn (23 Panzer Div)—These units only have one step (they say they have two steps, but the backs of the counters are correctly blank).
- 5 Rum Cavalry Div Artillery Regiment—this unit has no back, it should have a move mode side with the values of (1)-1-8.
- 22 Infantry Bde and 156 Naval Infantry Bn (Soviet)—These units have the correct movement values, but do not sport the motorization “wheels” they should.

## Designer's Notes

The most frequently asked question about **SPII** is “Why a 2nd Edition?” I'll answer that before I mention the features of the new game.

The primary reason for the second printing was the simple fact that the amazingly popular 1st edition had run out of print—in that we had none left. That game, the 1992 CSR award winning Best WW2 game, was frequently requested by distributors and individuals alike. Economics prohibit simply reprinting the original (reprints cost almost as much as the first printing). There were two issues which the original design (by Masahiro Yamazaki) did not address correctly: some map terrains and order of battle. The map showed forests where swamps should be—I'll wager Masahiro misinterpreted the green symbol on his base maps as forest instead of swamps. The original order of battle showed a great deal of weakness with respect to the Rumanians (too many infantry regiments per division) and the strength issues of all Axis formations. I used the extensive research done for **Enemy at the Gates** to correct many of the OOB issues, and adjusted many of the Axis infantry formations (giving you the “Groups” you see) to reflect the exceptionally weak nature of many of

these units. As we had the exact manpower reports (in terms of percent of TO&E establishment), you won't find better strength information anywhere. These corrections and grafting some of the more advanced concepts from more recent SCS games, allowed for a 2nd edition which was a more economically reasonable proposition.

So what have we added? You get reserves (as seen in **Ardennes**), artillery barrage combat, and air units (as per **Ardennes** and **Yom Kippur**). In order to show the greater flexibility of the German army, the Germans have access to a Reaction Phase which is similar in nature to that found in the *Operational Combat Series*. While some have commented they did not like the “intrusion” of *OCS*-like concepts into the *SCS*, a greater number have requested access to these ideas without the overhead (in rules) of the more detailed system. I feel **SPII** brings in all the *OCS* concepts that can be had given that provision—more would bring with it an unacceptable load in rules. As these rules are, players (with experience with recent *SCS* games) should be able to jump right in and play.

The concept was to give the game the most depth in simulation with the least amount of rules weight. The additional rules place a greater emphasis



The airlift was carried out under extremely bad conditions — one of the reasons for the lack of success.

The relief column approached the pocket close enough that the surrounded troops could see their flares across the frozen steppe. The final distance was never closed.



on planning and thinking through your operations. I believe wargamers look for something more than a mindless “panzer-bash” when they game. The *SCS* motto (“Simple, not Simplistic”) applies here and those whose interest in learning the art of warfare reached its pinnacle with “Sgt Rock” comics would do better to look elsewhere. I expect more from my company’s games than that and I think you do, too.

I hope you have as much fun with it as we did!

### For Further Reading...

*Battle for Stalingrad: The 1943 Soviet General Staff Study*. Louis Rotundo, editor. Brassey’s 1989. An analysis of the Soviet operations by the Soviet General Staff for their own purposes (in order to learn the lessons they could from the campaign). Useful for an in-depth look at some specific Soviet methods in the campaign, but definitely not the book for those looking for a narrative over-view.

*Stalingrad*. V.E. Tarrant. Cooper. 1992. A good graphic read and an excellent over-view to the campaign and especially to the suffering of the soldiers in the pocket. One does need to be careful about Tarrant’s amazing lack of skill with mathematics—for instance, he tells us that the Soviet production of 2,037 tanks a month is 75% more than the German production figure of 515 and we learn that summer temperatures in August of 1942 soared to 70 degrees Celsius in Stalingrad—a full 158° Fahrenheit which must have slowly roasted the fighting forces (they dreamed of being sent to a frigidly cool clime—like North Africa or Death Valley!) His unusual use of math aside, the book is good read—just don’t trust the numbers!

*Hitler’s Stalingrad Decisions*. Geoffrey Jukes. University of California Press. 1985. An excellent look into the thought process and mind of Hitler and his HQ. This volume traces the events of this period in detail showing the effects of the disasters occurring on both the Stalingrad and African fronts on the mind of the dictator and his HQ. A bit more academic than the casual reader might enjoy, but worth a look.

*Beyond Stalingrad*. Sadarananda. Praeger. 1990. A good short book covering Manstein and the operations of Army Group Don. While the hero worship of Manstein is readily apparent, the book’s analysis of what went on after the Stalingrad disaster unfolded is good. While it covers the Uranus offensive with a broad brush and gives much detail on what happened well after the game ends, the book as a whole is highly recommended—although quite expensive

## Sequence of Play

Use this game specific Sequence of Play rather than the generic one in the Series Rules.

### Pre-Turn

Weather Determination Phase  
Air Point Determination Phase

### Soviet Turn

Soviet Movement and Reserve &  
DAM Designation Phase  
Axis Reaction Phase  
Axis Reaction Movement &  
Overrun Segment  
Axis Reaction Barrage Segment  
Soviet Barrage Phase  
Soviet Combat Phase  
Soviet Supply Phase  
Soviet Exploitation Phase  
Soviet Exploit Movement &  
Overrun Segment  
Soviet Exploit Barrage Segment  
Soviet Reserve Marker  
Removal Phase  
Soviet DG Marker Removal

### Axis Turn

Axis Reserve Marker Removal Phase  
Axis Movement and Reserve &  
DAM Designation Phase  
Axis Barrage Phase  
Axis Combat Phase  
Axis Supply Phase  
Axis Exploitation Phase  
Axis Exploit Movement &  
Overrun Segment  
Axis Exploit Barrage Segment  
Axis DG Marker Removal

### Turn End Phase

Turn Marker Advance

## Terrain Effects Chart

Feature	Movement Cost	Effect on Combat
Open	1	NE
Woods	2	D x2
Hills	2	D x2
Swamp	4	D x3
Primary Road	1/3	NE
Secondary Road	1/2	NE
RR	1	NE
Major City	ot	D x4
Minor City	ot	D x3
Village	ot	D x2
Minor Village	ot	shift left 1
Volga River	P	P (with Bridge/Pontoon: Ax 1/4)
Major River	P	P (with Bridge/Pontoon: Ax 1/3)
Medium River	+5	A x1/3 (with Bridge/Pontoon: Ax 1/2)
Minor River	+2	A x1/2 (with Bridge/Pontoon: Ax 1)
Volga/Lake Hexside	P	P
Set Up Boundary	ot	NE
Bridge or Pontoon	Negates River	See above

**The Gamers**