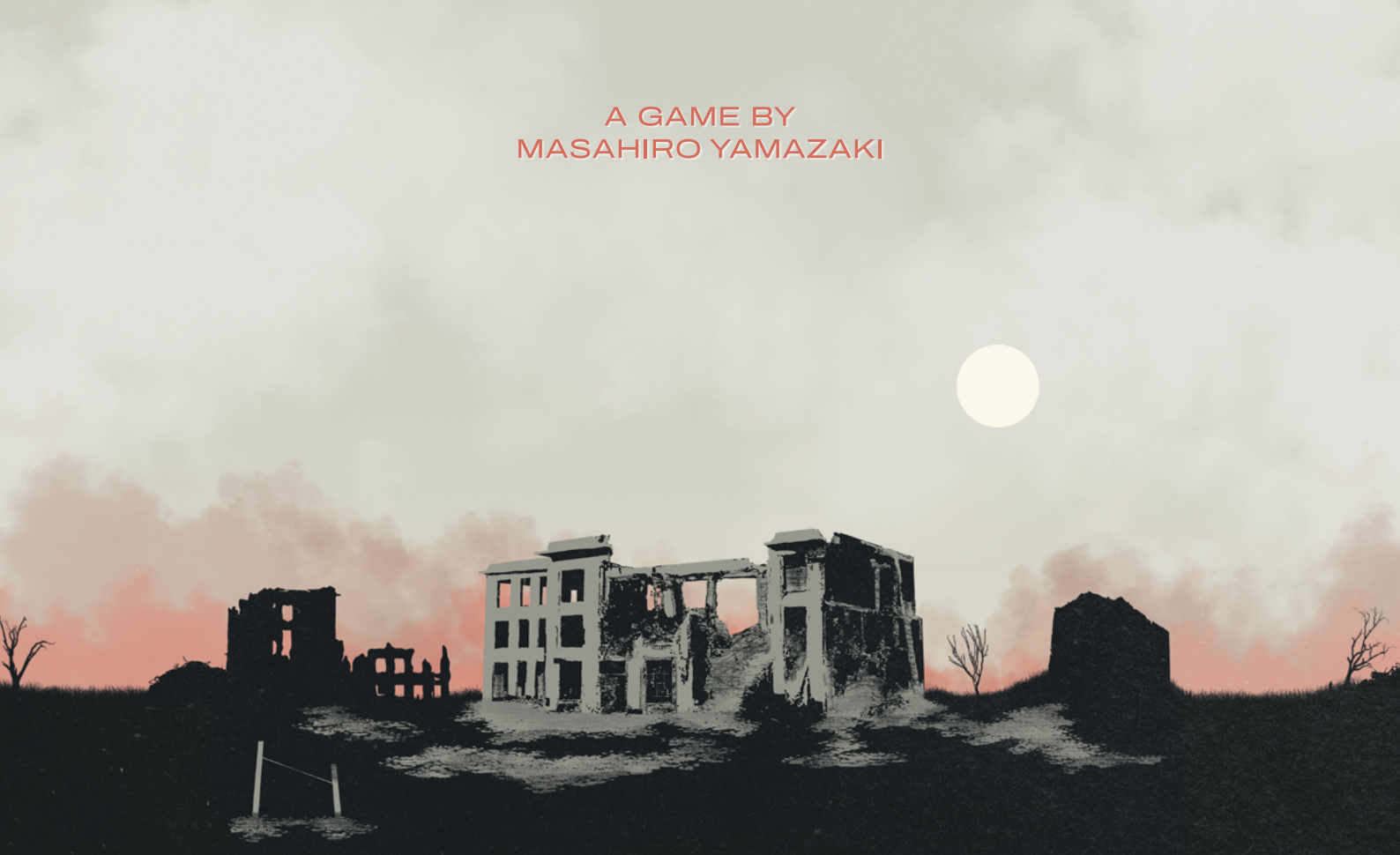


A GAME BY
MASAHIRO YAMAZAKI



AGAINST THE
**IRON
RING**

THE FATE OF THE SIXTH
ARMY IN STALINGRAD



LIVING RULEBOOK

V.1.2 - OCTOBER 2025

TABLE OF CONTENTS

1 - Introduction -----	p.03	11 - Scenarios -----	p.20
2 - Components -----	p.03	11.1 - Scenario Set Up -----	p.20
2.1 - The Map -----	p.03	11.2 - Scenario #1: Operation Uranus -----	p.21
2.2 - Unit Counters -----	p.03	11.3 - Scenario #2: Winter Storm -----	p.22
2.3 - Materials-----	p.05	11.4 - Scenario #3: Campaign Game -----	p.23
2.4 - Game Principles -----	p.05	12 - Optional Rules -----	p.24
2.5 - Rounding -----	p.05	12.- German Tiger Battalion -----	p.24
3 - Sequence of Play -----	p.06	12.2 - River Assault Crossing-----	p.24
3.1 - Sequence of Play Outline -----	p.06	12.3 - Infiltration Movement -----	p.25
3.2 - Narrative Sequence of Play -----	p.06	13 - Historical Notes -----	p.25
4 - Stacking & Zones of Control -----	p.08	13.1 - The Context-----	p.25
4.1 - Stacking -----	p.08	13.2 - The Scenarios -----	p.25
4.2 - Zones of Control (ZOC) -----	p.09	13.3 - The Aftermath and Strategic Impact -----	p.26
5 - Movement -----	p.09	14 - Index -----	p.26
5.1 - Procedure -----	p.09		
5.2 - Restrictions-----	p.10		
5.3 - Reserves-----	p.10		
5.4 - Overrun-----	p.11		
5.5 - Reaction Movement -----	p.12		
5.6 - Exploitation Movement-----	p.12		
6 - Combat -----	p.12		
6.1 - Restrictions-----	p.12		
6.2 - Combat Modifiers-----	p.13		
6.3 - Combat Procedure -----	p.13		
6.4 - Combat Results-----	p.14		
6.5 - Step Losses -----	p.14		
6.6 - Retreat-----	p.14		
6.7 - Advance After Combat -----	p.15		
6.8 - Disruption -----	p.16		
7 - Supply -----	p.16		
7.1 - Supply Check -----	p.16		
7.2 - General Supply-----	p.16		
7.3 - Supply Lines -----	p.17		
7.4 - Supply Sources -----	p.17		
7.5 - Out of Supply Effects -----	p.17		
7.6 - Surrender Check -----	p.17		
8 - Supply Units -----	p.18		
8.1 - General Rules -----	p.18		
8.2 - Capturing Supply Units-----	p.18		
8.3 - German Air Supply -----	p.18		
8.4 - German Supply Unit Special Rules-----	p.18		
8.5 - Soviet Offensive Supply -----	p.18		
9 - Soviet Preliminary Bombardment -----	p.19		
10 - Reinforcements -----	p.20		
10.1 - Placement-----	p.20		
10.2 - Return of Routed Units-----	p.20		
10.3 - German Alert Battalions -----	p.20		

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Game Abbreviations:

SL: Step Loss	HQ: Headquarter
ZOC: Zone of Control	OOS: Out of Supply
EZOC: Enemy Zone of Control	TEC: Terrain Effect Chart
MP: Movement Point	CRT: Combat Roll Table
MA: Movement Allowance	VP: Victory Point

Grey inserts are gameplay or gamedesign notes.

Red inserts are important reminders or rule exceptions.

Blue text shows errata changes and clarifications.



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AGAINST THE IRON RING

2.2.2 - Unit Identification & Abbreviations

Axis:

Pz: Panzer (Tank)

M: Motorized (Mot. infantry)

J: Jäger (Mountain infantry)

KG: Kampfgruppe
(Combat Group)

LW: Luftwaffe (air force)

Bdn: Bodenpersonal der Luftwaffe (Air force terrestrial troop)

C: Croatian

Kampfgruppe Commander:

Birk: Birkenbiehl

Bsff: Bischoff

Gobl: Goebel

Ludw: Ludwig

Miko: Mikosch

Prus: Pruskowski

Quen: Quentin

Saub: Sauber

Sauv: Sauviant

Sbru: Sauerbruch

Seyd: Seydel

Smns: Simons

Strk: Strack

Tsch: Tschoekell

Unre: Unrein

v.Br: Von Brese

v.Hu: Von Huenersdorff

v.Op: Von Oppeln

v.Pw: Von Pannwitz

Zoll: Zollenkopf

Soviet:

TK: Tankovy Korpus
(Tank Corps)

SK: Strelkovyi Korpus
(Infantry corps)

Gd: Guards

G/MK: Guards/mehanizirovan-nyj korpus (Mechanized corps)

OPA: indep. heavy weapons inf.

2.2.3 - Unit background Colors

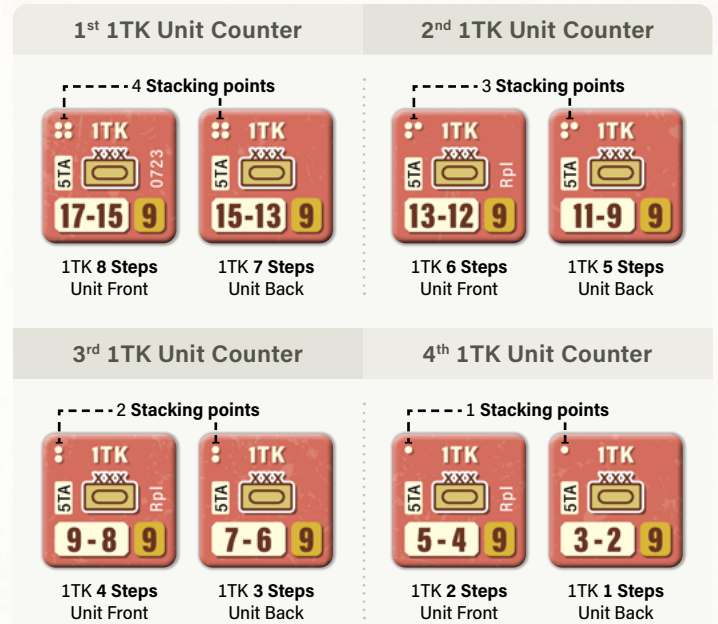
German Wehrmacht		Croatian (Axis Allies)	
German Luftwaffe		Soviet	
Romanian 3 rd Army (Axis Allies)		Soviet Guard	
Romanian 4 th Army (Axis Allies)		Soviet Marine	

In addition to the overall unit color, there are different colors inside the unit's symbol, showing either Korpus or Army affiliation.

2.2.4 - Steps

Units consist of one or more steps, most having two. Those unit counters that have a front and a back side with values have two steps. Some Soviet units (Tank Corps, Mechanized Corps) have more than two steps, which is shown with multiple counters for the same unit (see Soviet Corps Subcounters Track on the Game Map), bearing the designation "Rep!" along the right-hand edge of the counter. Supply Units have no steps. [6.5] Step Losses.

Note: Steps are a concept different from Stacking Value [2.2.1].



In the example above, you can see the 4 counters of the 1TK unit. If the unit loses two steps, you'll have to replace it with the unit's 2nd counter, and so on. The word Rpl on the front of the counter indicates that it is a replacement counter. The more steps a unit has lost, the lower its stacking value.

2.2.5 - Game Markers

Markers assisting in tracking the game's progress: a Game Turn marker used on the Game Turn Record Track, a Phase marker on the Phase Record Track, two Victory Point markers used on the Victory Points Track, an Air Supply Marker used on the General Record Track to record the number of air Supply Units received over the course of the scenario. [8.3] German Air Supply.



Out of Supply Markers: Available in 4 varieties, these markers symbolize the declining abilities of a unit the longer it remains Out of Supply (OOS). Front is Soviet & Back is Axis. [7] Supply.



Disrupted Markers: Placed on units forced to retreat after any form of combat, these markers signify a restricted ability to move and engage in offensive operations. Front is Soviet & Back is Axis. [6.8] Disruption.



COMPONENTS

Reserve Markers: Used to indicate units in Reserve Status. Front is Soviet & Back is Axis. [5.3] *Reserves.*



Soviet Offensive Supply Markers: Found on the back side of Soviet Supply Units, these markers signify a Soviet HQs receiving an increased share of the current supply load to enhance attack operations. [8.5] *Soviet Offensive Supply.*



2.3 - MATERIALS

- ◆ 1 Rulebook
- ◆ 4 Setup Sheets
- ◆ 4 Player Aids
- ◆ 2 Game maps
- ◆ 648 Counters (16mm)
- ◆ 2 six-sided dices

2.4 - GAME PRINCIPLES

Some basic concepts are briefly explained below to enhance understanding of the game:

Steps:

Steps represent the resilience or strength of a unit. Each Step Loss weakens a unit's capability, eventually leading to its destruction. Units with multiple steps may have a backside indicating their reduced effectiveness. Soviet mechanized units and Tank Corps often have more steps than other units, requiring additional counters to represent their durability. Losing steps impacts the unit's combat strength and stacking value.

Stacking:

Stacking refers to the number of units that can occupy a single hex. The stacking limit ensures gameplay realism by simulating space constraints and logistical challenges in battlefield maneuvers. Most hexes allow up to 4 stacking points, with exceptions like Stalingrad city hexes, where units can stack freely but face combat limitations. Exceeding stacking limits at the end of a phase results in penalties, such as elimination of overstacked units.

Reserve Status:

Reserve Units represent forces held back for flexible deployment during critical moments. Units in reserve may not engage in the initial Combat Phase but gain increased mobility and effectiveness during the Exploitation Phase. This ability to respond to battlefield dynamics makes reserves a strategic tool for reacting to enemy movements or exploiting breakthroughs. Designating units as reserves during the Movement Phase ensures they are ready for rapid deployment later.

Overrun:

Overruns simulate fast-moving, overwhelming attacks against weaker enemy forces. This maneuver allows attacking units to engage and potentially eliminate enemy units during the Movement Phase without waiting for the Combat Phase. Overruns require sufficient MP and favorable terrain. *Overruns are not limited to Mobile Units.*

Reaction Phase:

The Reaction Phase allows non-phasing players to counteract some of the opponent's movements. German Mobile Units, for example, can reposition themselves or respond to enemy advances.

Exploitation Phase:

The Exploitation Phase represents opportunities for Mobile Units to capitalize on weakened enemy lines or breakthroughs. Reserve Units, in particular, shine during this phase, utilizing their full MA to advance deep into enemy territory.

Disruption:

Disruption reflects the temporary loss of a unit's combat effectiveness due to retreats, exhaustion, or disorganization. Disrupted units have reduced movement and combat capabilities, limiting their operational utility until they recover.

Offensive Supply:

Offensive supply boosts the combat and operational effectiveness of Soviet units. Soviet Supply Units flipped to their offensive supply side grant significant bonuses, such as allowing overruns and column shifts in combat resolution.

2.5. ROUNDING

MP are never rounded. If there is not enough Movement Allowance (MA) to enter a hex, the hex simply cannot be entered. However, units with a printed MA of at least 1 will always have a minimum MA of 1 (after any modifications).

Combat strengths of individual units are always rounded **up per unit** (before totaling the strength of multiple units).

3. SEQUENCE OF PLAY

The game is structured around turns, each comprising a Soviet player turn and a German player turn. Once both players have concluded their respective turns, a single game turn is completed.

3.1 - SEQUENCE OF PLAY OUTLINE



3.2 - NARRATIVE SEQUENCE OF PLAY

A. SOVIET PLAYER TURN

On Game Turn 1 of scenarios 1 and 3, before the Soviet Movement Phase, the Soviet player performs a Preliminary Bombardment [9.0].

◆ 1. Soviet Movement Phase:

a. HQs Offensive Supply Status:

At the onset of the Soviet Movement Phase, the Soviet player has the option to upgrade a HQs to Offensive Supply Status. This is achieved by expending a Soviet Supply Marker, flipping it to its Offensive Supply side to denote the altered supply state.

b. Place Reinforcements:

Deploy reinforcements scheduled for the current turn to their designated hexes/entry areas based on the information found on the Reinforcement Tracks. These reinforcements may move in this phase.

c. Move Non-HQs Units:

The Soviet player can perform movement with each non-HQ unit, up to its MA, during this phase.

- A player may designate one unit for each Soviet Army as being in reserve, marking them with a Reserve Marker. Reserve Units can be designated at any time before their movement; units that have already moved cannot be placed in reserve. [5.3] Reserves.

It's important to note that markers such as OOS, Disruption and Reserve may affect the movement and combat capabilities of units. [7.5] OOS Effects, [5.4] Overrun, [8.5] Soviet Supply Unit Special Rules, [5.3] Reserves, [6.8] Disruption.

d. Move HQs Units:

The Soviet player can now execute movements for their HQ units.

◆ 2. Soviet Combat Phase:

During this phase, the Soviet player has the option to initiate attacks using their units against Axis units within Soviet Zones of Control.

Several considerations apply:

Units marked as OOS or disrupted have diminished combat strengths and Reserve Units are ineligible to participate in regular Combat Phase Attacks.

Key Points:

● Combat Decision:

Combat is discretionary, and the player decides whether to engage in attacks. Combats are resolved individually and in any desired order chosen by the phasing player.

● Supply Range Advantage:

Attacking Soviet units that are within the Supply Range of a Soviet HQ unit receiving Offensive Supply benefit from a two-column shift in combat odds.

● OOS Units:

Units marked as OOS are permitted to attack, but their OOS state increases by one if they do so. A unit's OOS state cannot exceed OOS Level 3 at any time.

SEQUENCE OF PLAY

- **Retreating Units:**

Units compelled to retreat due to combat are labeled with a Disruption counter.

- ◆ **3. German Reaction Phase:**

In the German Reaction Phase, specific rules govern the potential movements and actions of German units (Axis allies do not move in this phase):

- **Reaction Movement:**

The German player can react with up to two stacks of German mobile units during the Reaction Movement Phase. They may utilize their full MA.

- **Restrictions:**

Units marked OOS, disrupted or start the phase within an Enemy Zone of Control (EZOC) are restricted from moving during the Reaction Phase.

- **Reinforcements:**

German reinforcements scheduled to arrive during the current turn may be placed on the Map during this phase, but cannot execute movement during the Reaction Phase.

- ◆ **4. Soviet Exploitation Phase:**

- Mobile Units placed in reserve during the Movement Phase are now eligible to use their full MA.

- Other Mobile Units (except HQs and Supply Units) may move up to half of their MA during the Exploitation Phase.

- Units commencing the Exploitation Phase within an enemy ZOC (EZOC) are prohibited from moving.

- Units marked OOS are allowed to move during the Exploitation Phase, but their OOS Level increases.

- **Marker Removal:**

Remove the Reserve Markers from the Soviet units.

- ◆ **5. Soviet Supply Phase:**

In the Soviet Supply Phase, the Supply Status of each Soviet unit is checked.

- Units discovered to be OOS receive an OOS marker.

- If a unit is already marked OOS, its OOS Status is increased by one, max level 3.

- If a previously OOS unit is now in supply, all OOS markers, regardless of status, are removed from the unit.

- **Surrender Resolution:**

Surrender of OOS Units is resolved during this phase.

- **Marker Removal:**

Offensive Supply Markers and Soviet Disrupted Markers are removed.

Note: The player should consider strategic implications and assess the potential outcomes of each combat engagement.

Note: The Soviet player should strategically leverage the Exploitation Phase to capitalize on favorable positions, considering the capabilities of Mobile Units, Reserve Units, and OOS units.

Note: The Soviet player should carefully manage the Supply Status of units, addressing OOS concerns, resolving surrender, and ensuring a clean slate for the upcoming turns.

B. GERMAN PLAYER TURN

- ◆ **1. German Movement Phase:**

- a. **Place Reinforcements:**

Deploy reinforcements scheduled for the current turn to their designated hexes/entry areas based on the information found on the Reinforcement Tracks. These reinforcements may move in this phase.

If in any German Movement Phase an Airfield Unit(s) would be unable to trace a Supply Line per [7.3] *Supply* and each game turn thereafter, check for *Air Supply* [8.3].

- b. **Move Non-HQs Units:**

The German player can perform movement with each non-HQ unit, up to its MA, during this phase.

A player may designate up to four stacks (not units) as being in reserve, marking them with a Reserve Marker. Reserve Units can be designated at any time before their movement; units that have already moved cannot be placed in reserve. [5.3] *Reserves*.

It's important to note that markers such as OOS, Disruption and Reserve affect the movement capabilities of units. [7.5] *OOS Effects*, [5.4] *Overrun*, [5.3] *Reserves*, [6.8] *Disruption*.

- c. **Move HQs Units:**

The German player can now execute movements for their HQ units.

- ◆ **2. German Combat Phase:**

During this phase, the German player has the option to initiate attacks using their units against Soviet units within German ZOC.

Several considerations apply:

Units marked as OOS or disrupted have diminished combat strengths and Reserve Units are ineligible to participate in regular Combat Phase Attacks.

Key Points:

- **Combat Decision:**

Combat is discretionary, and the player decides whether to engage in attacks. Combats are resolved individually and in any desired order chosen by the phasing player.

- **OOS Units:**

Units marked as OOS are permitted to attack, but their OOS state increases by one if they do so. A unit's OOS state cannot exceed OOS Level 3 at any time.

AGAINST THE IRON RING

● Retreating Units:

Units compelled to retreat due to combat are labeled with a Disruption counter.

◆ 3. Soviet Reaction Phase:

In the Soviet Reaction Phase, specific rules govern the potential movements and actions of German units:

● Reaction Movement:

- The Soviet player may respond with a maximum of two Mobile Units, they may only utilize half of their MA (rounded up) for reactions.
- Overruns are not permitted during Reaction Movement as the Offensive Supply Markers have been removed at the end of the Soviet Player Turn.

● Restrictions:

- Units marked OOS or disrupted are restricted from moving during the Reaction Phase.
- Units not within the Supply Range of a Soviet HQ at the beginning of the Reaction Phase may not move.
- Units starting the phase within an EZOC may not move.

◆ 4. German Exploitation Phase:

- Axis reinforcements (Mobile Units only) may be placed in their entry hexes and are eligible to move their full MA.
- Mobile Units placed in reserve during the Movement Phase are now eligible to use their full MA.
- Other Mobile Units (except HQs and Supply Units) may move up to half of their MA during the Exploitation Phase.
- Units commencing the Exploitation Phase within an EZOC are prohibited from moving.
- Units marked OOS are allowed to move during the Exploitation Phase, but their OOS Level increases.

● Marker Removal:

Remove the Reserve Markers from German units.

◆ 5. German Supply Phase:

In the German Supply Phase, the Supply Status of each German unit is checked:

- Units discovered to be OOS receive an OOS Marker.
- If a unit is already marked OOS, its OOS Status is increased by one, max level 3.
- If a previously OOS unit is now in supply, all OOS markers, regardless of status, are removed from the unit.

● Surrender Resolution:

Surrender of OOS Units is resolved during this phase.

● Marker Removal:

German Disrupted Markers are removed.

Note: The German player needs to carefully consider the units available for reaction, prioritize movements, and be mindful of any logistical constraints such as OOS Status. Additionally, the placement of reinforcements should align with strategic objectives.

Note: The German player should carefully manage the Supply Status of units, addressing OOS concerns, resolving surrender, and ensuring a clean slate for the upcoming turns.

Note: The German player should strategically leverage the Exploitation Phase to capitalize on favorable positions, considering the capabilities of Mobile Units, Reserve Units, and the status of OOS Units.

C. TRACK SOVIET VICTORY POINTS & ADVANCE THE GAME TURN MARKER

At the conclusion of the German player turn, the Game Turn concludes. In the campaign game only, track the number of Soviet Victory Points. Then move the Game Turn marker to the next space on the Turn Record Track and initiate the next turn.

4. STACKING & ZONES OF CONTROL

Certain limitations govern the stacking of units within a hex. Additionally, most units project a Zone of Control (ZOC) into the six hexes surrounding their current location. Enemy Zones of Control (EZOC) have implications for movement, combat, and on supply.

4.1 - STACKING

4.1.1 Stacking limits are enforced at the conclusion of each phase. During movement, retreat, or advance after combat, the limit may be temporarily exceeded.

4.1.2 As a general guideline, a hex may contain up to four stacking points (dots) of units. Units without stacking dots beneath their type symbol are considered to be worth one stacking point.

Example: A Soviet armor corps with a value of four stacking points (four dots on its counter) counts as four stacking points, despite being one unit, thereby «filling» a given hex.

Exception: Stalingrad city hexes are a special exception to stacking limits. Any number of units may stack within them, but only up to the normal stacking limit (4 stacking points) may participate in combat at any given time. Players can freely choose the four units participating in combat from those available in the hex. To ease congestion, players are encouraged to use the Game Map B which represents the enlarged Hexes of the Stalingrad city.

4.1.3 HQs Units, Supply Units, Airfield Units, and other markers do not contribute to stacking limits.

SEQUENCE OF PLAY - STACKING & ZOC - MOVEMENT

4.1.5 Players may not inspect enemy stacks beyond seeing the top unit (not marker) at any point in the game, except when resolving a declared attack or overrun.

4.1.6 Overruns may not be conducted from an overstacked hex.

4.1.7 If a hex is overstacked at the end of any phase, units beyond the limit are eliminated (player's choice).

4.2 - ZONES OF CONTROL (ZOC)

4.2.1 All units exert a ZOC into their six adjacent hexes.

Exception: HQs, Supply Units, Airfield Units, and Units marked as OOS Level 3 do not exert a ZOC.

4.2.2 ZOCs do not extend across unbridged major river - or lake hexsides. Other terrain does not affect ZOC's.

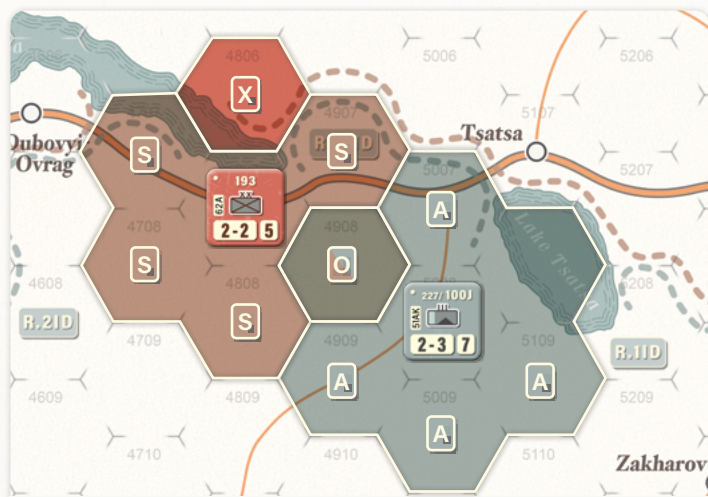
Note: Pontoons count as bridges for ZOC purposes.

4.2.3 Entering an EZOC costs no additional MP. Exiting an EZOC costs 3 additional MP. Only German Mobile Units may move directly from one EZOC to another without completely exiting all EZOCs first. German Mobile Units still have to pay 3 MP to leave a ZOC.

4.2.4 A unit or stack forced to retreat into a hex within an EZOC that is not occupied by a friendly unit loses one step per stack if German (the German player chooses any unit from the stack), one step per unit if Soviet or Axis Ally [6.6.3].

4.2.5 Units marked with Reserve - or Disrupted Markers may not enter EZOCs during movement. Units cannot be marked with a Reserve Marker if they are in an enemy unit's ZOC.

4.2.6 The presence of a friendly unit negates EZOCs in its hex for supply purposes [7.3.2] & retreat [4.2.4, 6.6.3, & 6.6.8] only. A ZOC also affects advance after combat [6.7.4].



Soviet ZOC



Axis ZOC



Overlapped ZOC



No ZOC

4.2.7 A unit can only attack an enemy unit within its ZOC [6.11].

4.2.8 Multiple overlapping ZOCs have no extra effect. When friendly and EZOCs overlap, both sides exert ZOCs on the hex. Friendly units (with non-zero attack strength) negate EZOCs in their hex for supply and retreat.

4.2.9 Units with an attack strength of zero may only enter or retreat into an EZOC if accompanied by one or more friendly units with an attack strength of one or more, or if the hex is currently occupied by a friendly unit with a non-zero attack strength.

5. MOVEMENT

Each unit possesses MP used for its movement. In every friendly Movement Phase, a unit may spend MP up to its Movement Allowance (MA) printed on the counter.

5.1 - PROCEDURE

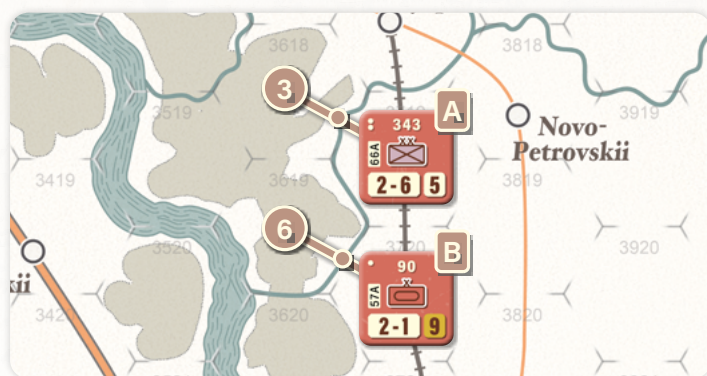
5.1.1 The MP cost to enter each hex or cross each hexside is detailed on the Terrain Effects Chart (TEC).

5.1.2 Each unit or stack moves independently. Only units initially stacked together with the same printed MA may move (and overrun) collectively.

5.1.3 Hexside terrain (such as streams, minor and major rivers) incurs additional MP costs to cross, in addition to the MP cost to enter the hex. Units traversing connected track, road, and railroad hexes pay the MP cost listed on the TEC and disregard the MP cost of other terrain in the hex.

Clarification: Volga and Don are major rivers. Chir is a minor river.

5.1.4 Mobile and non-Mobile Units have distinct MP costs when moving through certain terrain (refer to the TEC).



Example: An infantry unit **A** crossing a stream while entering a difficult terrain hex expends 3 MP (+1 MP for the stream & 2 MP for the difficult terrain), whereas a Mobile Units **B** doing the same expends 6 MP (+3 MP for the stream & 3 MP for the difficult terrain).

5.1.5 A unit, as long as it doesn't start its movement in an enemy Zone of Control (EZOC), can always move a minimum of one hex. This holds true even if it lacks sufficient MP, provided the entered hex is not otherwise prohibited terrain. This rule applies to both the regular movement and Exploitation Phases and is inclusive of OOS and disrupted units.

AGAINST THE IRON RING

5.1.6 Movement is voluntary. The player moves only the units they wish to move.

5.1.7 OOS Units have the option to move (and conduct overruns). However, if they choose to do so, their OOS Level increases by 1, even if they end their movement within the supply radius of a HQs or Supply Unit [7.42].

5.2 - RESTRICTIONS

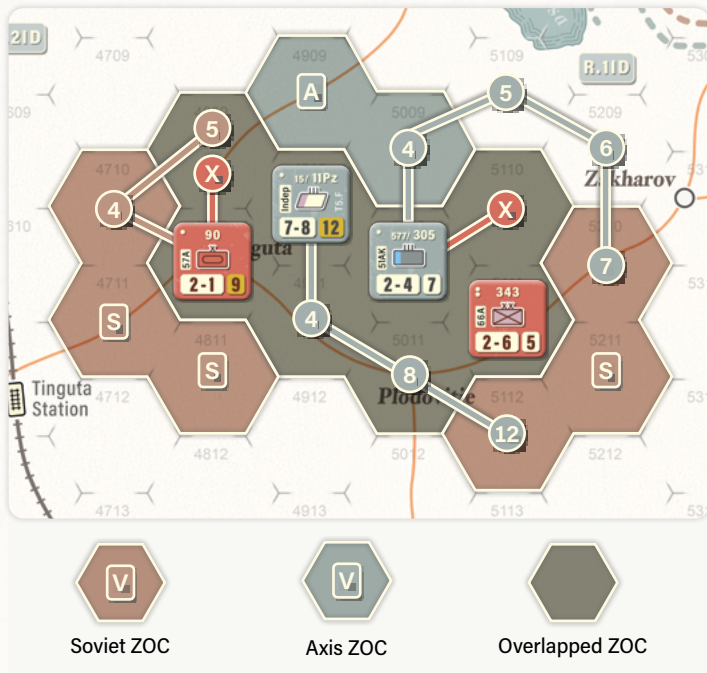
5.2.1 Units may not enter hexes occupied by enemy units.

Exception: units other than HQs and Supply Units may enter hexes containing only enemy Supply Units).

No additional MP is required to enter a hex with only enemy Supply Units [8.2]. Units may not exit the map **Exception:** 11.2.5].

5.2.2 A unit in an EZOC may leave that EZOC by expending 3 additional MP. It can leave an EZOC multiple times in one Movement Phase, paying 3 additional MP each time.

5.2.3 German Mobile Unit: may move directly from one EZOC to another. Other unit types may not move directly from one EZOC to another (see example below).



5.2.4 Disrupted/OOS Units: have their MA reduced. [6.8] Disrupted, [7.5] OOS Effects.

5.2.5 MP may not be transferred between units nor accumulated from turn to turn. Units with zero MA may never move, including retreat. [6.6] Retreat.

5.2.6 Reserve/disrupted Units cannot enter an EZOC during movement.

5.2.7 During a Movement Phase, there is no limit to the number of units that can pass through a hex. However, once the Movement Phase concludes or when an overrun [5.4] begins, stacking limits [4.1] must be strictly respected.

5.2.8 Soviet HQs/Supply Units: must always move along roads, tracks, or railroads, including HQs during retreat.

Exception: There is no such restriction on German HQs and Supply Units.



5.3 - RESERVES

5.3.1 During the Movement Phase, a player may designate units as being in reserve to enhance their utilization in the Exploitation Phase. Reserve Units can be designated at any time before their movement; units that have already moved or are adjacent to enemy units cannot be placed in reserve. The types of units and their MA do not matter.

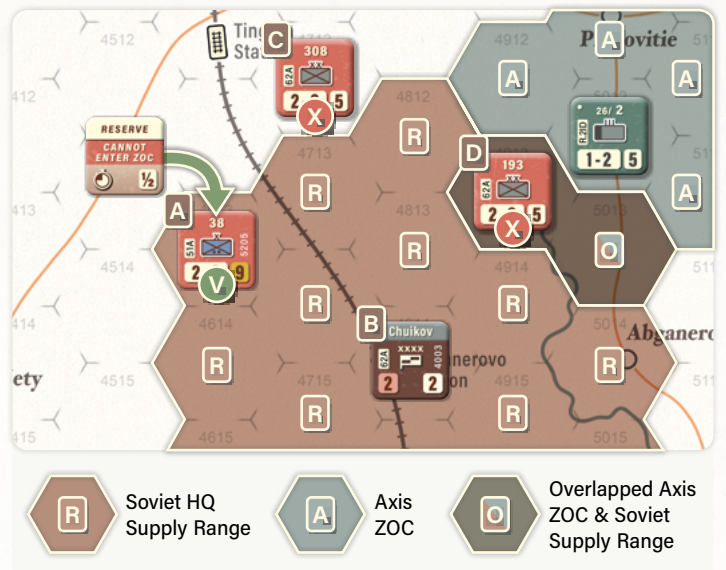
5.3.2 Reserve Units can move half their MA in the Movement Phase but cannot enter EZOCs, as no ZOC entry is allowed they cannot participate in combat, or proceed to overrun during Combat Phase.

5.3.3 Reserve Units may be released in their Exploitation Phase, during which they may move and conduct overrun using their full MA. **Exception:** [5.4.3].

Note: A Reserve Unit may move twice: half of their MA in the Movement Phase & their full MA in the Exploitation Phase!

5.3.4 Soviet Reserve: During the Soviet Movement Phase, the Soviet player may designate one unit (individual unit, not stack) per Soviet HQs as Reserve, within Supply Range and not in an EZOC. Place a Reserve Marker on those units.

Important Note: The unit's starting HQs does not matter, as long as it meets the current conditions and the one-unit-per-HQs limit is not exceeded.



Example: Even if Unit **A** has started the game belonging to the 51st Army it may be placed in reserve by the 62nd Army **B**, provided it meets the supply - and ZOC restrictions. Unit **C** is OOS Range and unit **D** is in an EZOC.

MOVEMENT

5.3.5 German Reserve: During the German Movement Phase, the German player may designate up to four stacks (stacks, not individual units) as being in reserve. Place a Reserve Marker on those stacks.

5.3.6 The following units may not be placed in Reserve:

- Units that are OOS.
- Start their Movement Phase in an EZOC.
- HQs, Supply Units, Alert battalions, or Axis Ally units may not be placed in reserve.

5.3.7 German units that begin their Movement Phase stacked together may split, forming a Reserve Stack while the rest move normally

5.3.8 If a friendly unit performing Reaction Movement enters an enemy Reserve Unit's ZOC, the Reserve Marker is removed immediately.

5.3.9 Reserve status applies only during the player turn it is assigned. It is removed if units remain in reserve after the Exploitation Phase.

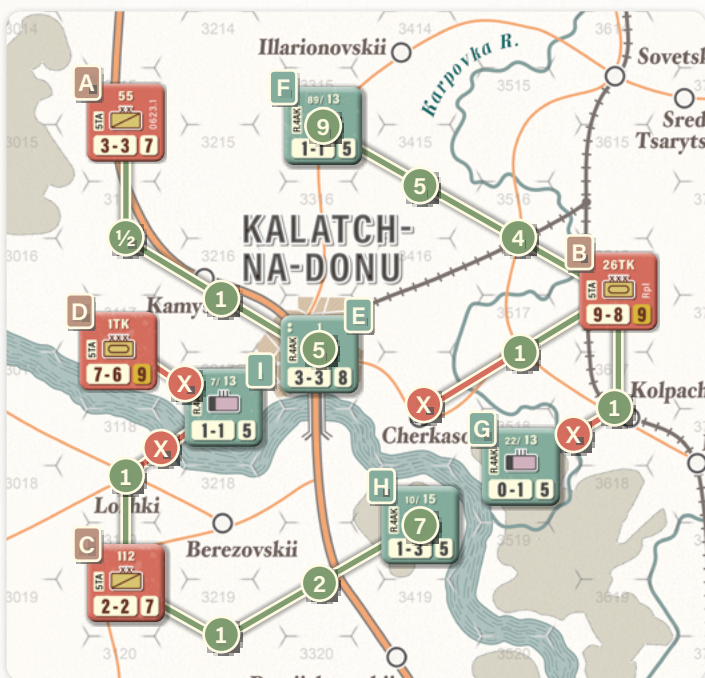
5.4 - OVERRUN

5.4.1 Overrun is a combat maneuver that may be executed during a player's Movement - Reaction - or Exploitation Phase, provided all other restrictions of those phases are met. When a unit moves adjacent to an enemy unit, it has the option to attack the enemy in its hex. [4.1.6] Overruns may not be conducted from an overstacked hex.

Note: Overruns are part of Movement, so if a unit is not allowed to move, it is also not allowed to perform an Overrun.

5.4.2 To initiate an Overrun, the moving unit must expend MP equal to 3 plus the terrain cost for entering the enemy unit's hex. Overruns are not allowed if the base terrain's entry cost exceeds 2 MP. This restriction cannot be bypassed by using road, track, or rail movement costs. Overruns are also prohibited across stream, minor river, or major river hexsides, regardless of the presence of a pontoon or bridge

Attention: EZOCs are treated the same as in normal movement, so Soviet units cannot enter an EZOC and then move directly into another adjacent EZOC. Only German Mobile Units can do this.



Example: In this example, we assume that all Soviet units are within range of a HQ with an Offensive Supply Marker, as explained in [5.4.5]. The numbers in the circles represent the cumulative MP costs spent by the units.

Unit A wishes to overrun unit E. The first hex entered costs 1/2MP (Road), the second 1/2MP (Road) as well, and now that it is adjacent to its target it pays 3MP (cost of the overrun) plus the entry cost of the hex targeted by the overrun, 1MP (Town), for a total of 5MP.

Unit B wishes to overrun unit F. The first hex entered costs 4MP (3MP for the stream + 1MP for the clear hex). The next hex costs 1MP (Clear) and now that it's adjacent to its target, it pays 3MP (the overrun cost) plus the entry cost of the hex targeted by the overrun, which is 1MP (Clear), for a total of 9MP.

Unit B cannot go to Hex 3417 to try to overrun Unit E because as a Soviet unit it cannot move from an EZOC (Unit G) directly to another one. Only German Mobile Units can do so.

Unit B cannot overrun unit G, as it would have to cross a stream, which is forbidden by the overrun rule.

Unit C cannot overrun unit I, as it would have to cross an unbridged major river, which is forbidden by the overrun rule. Even if there were a pontoon or a bridge as stated by the overrun rule.

Unit C can still attempt to perform an overrun action on unit H, the first hex entered costs 1MP (Clear), the second hex costs 1MP as well (Clear) and now that it's adjacent to its target, it pays 3MP (the overrun cost) plus the entry cost of the hex targeted by the overrun, which is 2MP for non Mobile Units (Difficult terrain), for a total of 7MP.

Unit D cannot overrun unit I, because the cost to enter the hex is 3MP for Mobile Units (Difficult terrain).

Note: Be sure to pay attention to the type of unit (mobile and non-mobile) you use when doing overrun, as the entry costs of hexes are not the same. For example, a Mobile Units cannot perform an overrun in a difficult terrains hex, while a non-Mobile Units can.

5.4.3 Units starting their Movement Phase OOS may not conduct overruns.

5.4.4 Axis overrun: There are no specific restrictions on Axis units' eligibility for overrun.

5.4.5 Soviet overrun: Soviet units inside the Supply Range of a Soviet HQs marked with an Offensive Supply Marker may conduct overruns, even if the HQs is unable to trace a valid Supply Line to a normal Supply Source [7.2.2]. Soviet units commencing their Movement Phase outside the Supply Range of a Soviet HQs with Offensive Supply may not conduct overruns.

5.4.6 Mobile Units may execute as many overruns during their Movement Phase as they are capable, considering their MA. Multiple overruns may target a single unit during a Movement Phase.

AGAINST THE IRON RING

5.4.7 Multiple units that start the phase stacked together may perform overruns together. After completing the overrun, the units may split and finish their movement separately. overruns cannot be initiated from an overstacked hex at the moment of the overrun. Separate stacks of units may not merge and subsequently conduct an overrun together during the same Movement Phase.

5.4.8 Overruns are conducted in the same manner as regular combat [6.3]. If the overrun successfully removes all enemy units from the attacked hex, the overrunning units must enter the hex (at no additional movement cost) and may continue moving as normal. However, if the overrunning stack suffers Step Losses during the overrun, it must end its movement in the attacked hex. If the overrun fails to eliminate all defending units, the overrunning stack must end its movement in the last hex it occupied before attempting to enter the defender's hex adjacent to the enemy unit.

5.4.9 A Soviet stack conducting an overrun that experiences an adverse result must incur at least half the losses as Step Losses [6.4.3].

5.4.10 Defending units that retreat during an overrun may not retreat into the hex from which the overrun was launched. If the overrunning units are destroyed or forced to retreat, the defending units may not advance after combat.

5.4.11 Units on either side forced to retreat as a result of an overrun are marked with a Disrupted Marker at the end of their retreat.

5.5 - REACTION MOVEMENT

5.5.1 Players may execute Reaction Movement during their Reaction Phase of the enemy player turn. Such movement is performed normally, including overruns.

5.5.2 German Reaction Phase during Soviet player turn: the German player may React with up to two stacks (stacks, not units) consisting of Mobile Units only. Reacting German units use their full MA during their Reaction Phase.

5.5.3 Soviet Reaction Phase during German player turn: the Soviet may react with up to two units (individual units, not stacks) consisting of Mobile Units only. Soviet units may only use half of their MP during their Reaction Phase.

5.5.4 Units that may not conduct Reaction Movement:

- OOS.
- Starting the Phase in an EZOC.
- Disrupted.
- Axis Allies units.
- Soviet units outside a Soviet HQ's Supply Range at the start of their Reaction Phase cannot perform Reaction Movement.

5.5.5 If a friendly unit performing Reaction Movement enters an enemy Reserve Unit's ZOC, the Reserve Marker is removed.

5.5.6 During the German Reaction Phase of the Soviet player turn, the German player may, if they choose, place any units scheduled to enter as reinforcements during that Game Turn. However, these units may not move during the German Reaction Phase.

5.6 - EXPLOITATION MOVEMENT

Exploitation Movement is handled exactly like regular movement, with the following six exceptions:

- Only Mobile Units may move.
- Mobile Units in Reserve Status may move using their entire MA; other Mobile Units may only use half their MA.
- Disrupted units may only use one-quarter of their MA [6.8].
- Units in an EZOC at the start of their Exploitation Phase can't move (and thus may not overrun).
- HQs and Supply Units may not move.
- OOS Units may move, but if they choose to do so, their OOS Level is increased by one. [7.5] OOS Effects.

6. COMBAT

Combat is executed between adjacent units of both sides. The phasing player serves as the attacker, and the non-phasing player takes on the role of the defender.

6.1 - RESTRICTIONS

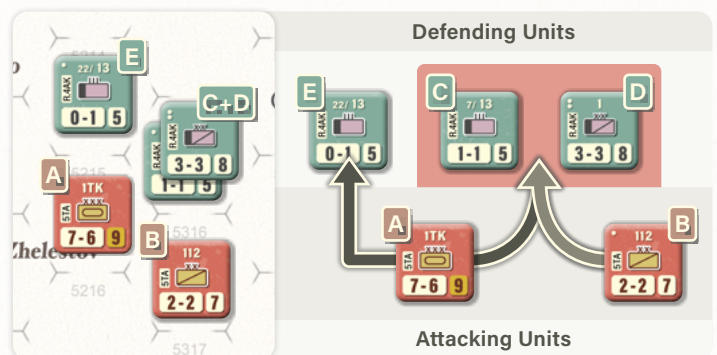
6.1.1 Units may only attack during the Combat Phase (exception: [5.4]). Units can target only enemy units within their ZOC at the moment the attack is initiated.

6.1.2 Attacking is optional and at the phasing player's discretion.

6.1.3 There is no limit to the number of attacks during one Combat Phase. Units may only attack or be attacked once per Combat Phase. Within the above restrictions, the attacking player selects their attacking units and the defending hex.

6.1.4 When multiple attacking units are involved, combine their attack strengths into one sum. For defending units, combine their defense strengths. Attacking units cannot target individual units of the stack in the same hex; they must attack together, attack separate hexes, or not attack.

6.1.5 Units in one hex may attack defenders in multiple adjacent hexes as one attack. Conversely, units in multiple attacking hexes may attack one defending hex as one attack. However, multiple attacking hexes may not attack multiple defending hexes as one attack. When multiple defending hexes have differing terrain types, the terrain most advantageous to the defender determines the combat effects.



Example: Units **A** & **B** can attack units **C** & **D**, or unit **A** can attack unit **E** and unit **B** can attack units **C** & **D**, or unit **A** can attack units **E** **C** **D**.

MOVEMENT - COMBAT

6.1.6 OOS Units have their attack and defense factors modified as shown on their OOS Markers [7.5], but otherwise may conduct combat as normal. Units with attack strengths of zero (including OOS Level 3 units) may not attack.

6.1.7 Axis Ally units (Romanian & Croat) may combine in combat with German units and/or Axis Ally units of a different nationality without penalty.

6.1.8 HQs Units are considered to have an attack strength of zero, and a defense strength of one.

6.2 - COMBAT MODIFIERS

6.2.1 A stack defending in a forest adds +2 to its defense strength; in a town, it adds +1.

6.2.2 In a Stalingrad urban hex, a defending stack doubles its total defense strength.

6.2.3 If all attacking units attack across a stream hexsides **A**, the defending stack adds +2 to its defense strength [6.2.5].

6.2.4 Units attacking across a minor or bridged major river halve their attack strength. Units attacking across a pontooned major river reduce their attack strength to one-third [6.2.5], rounding up.

6.2.5 To gain the defensive benefit for streams [6.2.3], all attacking units must be attacking across the stream **A** or (additionally) across any minor, or major river hexsides. If even one unit is attacking from the same side of the obstacle that the defending unit is on, the benefit from [6.2.3] is lost, however the attack strength of all units attacking across the river are still halved. **B**.

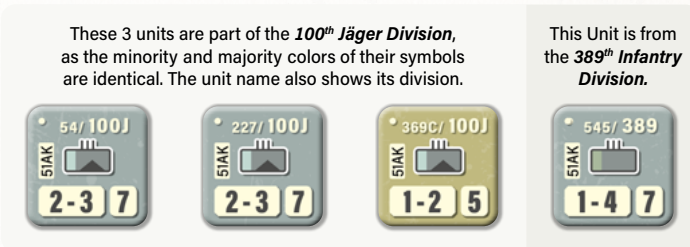


6.2.6 Attacks are not allowed across unbridged or unpontooned major river hexsides or across lake hexsides.

6.2.7 Divisional Integrity (Axis only)

When 3 units belonging to the same German division (Units with identical minority and majority symbol colors) participate in the same combat (not necessarily from the same hex), add 4 to their total attack or defense strength.

Note: The 369th Croatian Regiment is considered part of the German 100th Jaeger division for the purposes of Divisional Integrity.



For 3 units from the same Romanian division (Units with identical minority and majority symbol colors), add 2 to their total attack or defense strength.

Divisions with more than 3 units (e.g., the German 14th or 6th Panzer Divisions) need only have 3 units participating to gain the bonus.

Divisions with 2 or fewer units and divisions with any units marked OOS 3 do not qualify for the bonus.

6.2.8 - Soviet Offensive Supply

Soviet attacks resolved during the Soviet Combat Phase that have at least half of the attacking units within the Supply Range of a Soviet HQs with an Offensive Supply Marker receive a +2 column shift bonus [8.5].

6.2.9 All combat modifiers are cumulative, whether attack or defense related. Apply modifications in the following order to keep fractional values accurate:

- Terrain modifiers [6.2.1 to 6.2.6].
- OOS Effects [7.4].
- Divisional Integrity [6.2.7].
- Soviet Offensive Supply [8.5].

6.3 - COMBAT PROCEDURE

Individual combats are resolved using the following procedure:

Total the modified attack strengths of all attacking units and the modified defense strengths of all defending units participating in the combat. Use these totals to determine a combat odds ratio by dividing the total defense strength into the total attack strength. If the final odds are in between two columns on the Combat Results Table, always use the lower column, in other words, round the odds down.

Example: An attack strength total of 16 versus a defense strength total of 4 is 4:1. Similarly, an attack strength total of 19 versus a defense strength total of 4 is also 4:1.

Odds of greater than 9:1 are resolved as 9:1. Odds of less than 1:4 are allowed but result in the immediate elimination of all attacking units.

Soviet attacks resolved during the Soviet Combat Phase that have at least half of the attacking units within the Supply Range of a Soviet HQs with an Offensive Supply Marker receive a +2 column shift bonus.

Example: A 3:1 attack meeting the above requirement becomes a 5:1 attack.

AGAINST THE IRON RING

The attacker rolls two dice and compares the sum with the appropriate odds column on the Combat Results Table. Apply the results immediately, defender first.

If, as a result of combat, all defending units are either destroyed or retreated from the defending hex, attacking units (within stacking limits) may advance after combat into the vacated hex.

Combats are resolved individually, and the results of each combat must be applied fully and immediately before moving on to the next. When the attacking side contains OOS Units, the OOS Level for each of such units is immediately increased by one after resolving the combat.

6.4 - COMBAT RESULTS

6.4.1 Combat results are expressed as two numbers or symbols, with a slash in between. Results to the left of the slash apply to the attacker, and those to the right apply to the defender.

Attacker Result ----- **1/2** ----- Defender Result

6.4.2 If the result is a number, the affected player must fully apply that number as any combination of Step Losses and/or hexes of retreat to their forces involved in the combat. If the result is a dash ("-"), the affected player suffers no losses in the combat. Soviet units have special restrictions on combining Step Losses with retreats [5.4.9].

6.4.3 When attacking Soviet units take losses during the Soviet Combat Phase or when conducting an overrun as the attacker, at least half (fractions rounded up) must be taken as Step Losses. The remainder may be taken as retreats [5.4.9].

A Soviet defender and any Axis units may always satisfy results as they choose (within restrictions of 6.5.4 and 6.5.5).

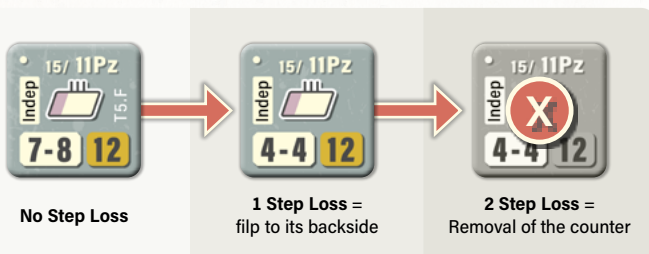
6.4.4 Combat results are applied to the defender first.

6.4.5 An "E" result on the Combat Result Table (CRT) eliminates all the affected unit(s).

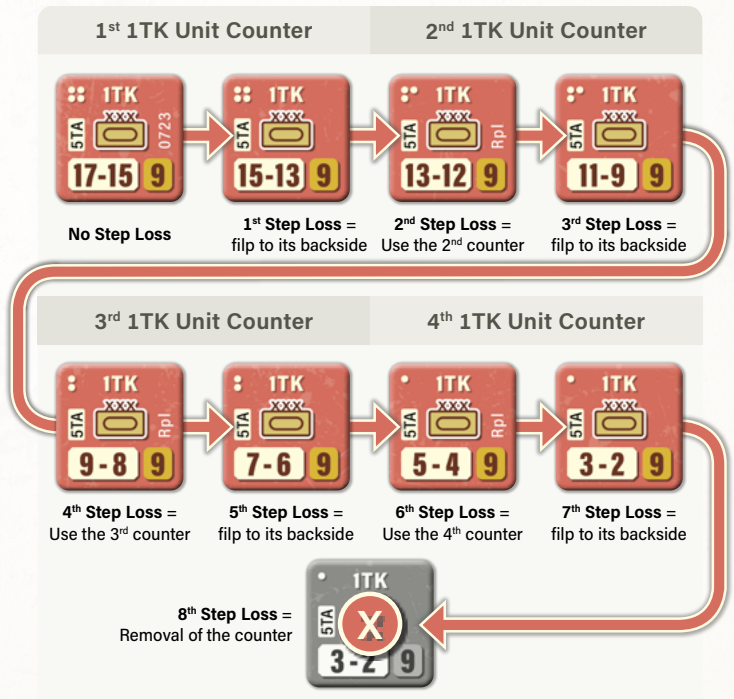
6.4.6 OOS Units that attack raise their OOS Level by one after resolving the combat. Defending units never raise their OOS Levels due to combat.

6.5 - STEP LOSSES

6.5.1 When a step is lost due to the application of combat results, a counter with two steps is flipped to its reverse side for one Step Loss. A further Step Loss would lead to the removal of the unit.



6.5.2 Soviet Tank, Mechanized Infantry, and Shock Corps have either six, eight, or five steps. Losses would be taken as follows: Full strength counter, flipped counter, next weakest replacement counter, flipped, etc., until the final step is removed.



6.5.3 When applying attacker Step Losses, the unit with the highest combat factor involved in the attack must lose the first step. In case of a tie, the owning player decides.

6.5.4 The owning player determines how to apply combat losses or retreats to their units. When applying Step Losses to units involved in a combat, all units must lose at least one step before any unit may lose 2.

6.5.5 Step losses may not be applied to Supply Units. When applying losses to a stack containing a mixture of combat units and HQs or Airfield Units, losses must be applied to combat units first before applying them to the HQs or Airfield Units.

6.5.6 In cases where more losses are called for than can be taken by the affected units, any excess is ignored (**exception:** 6.7.3).

6.6 - RETREAT

6.6.1 The owning player always retreats their units. Units may be retreated individually, although if any undestroyed units in the hex retreat, all must retreat. Regardless of the number of units involved, each hex of retreat satisfies one point of combat result. Units must retreat toward their Supply Source, if possible. At the end of the retreat, mark all retreating units with a Disrupted Marker.

Clarification: If multiple stacks from the same side suffer a retreat result in the same combat, all stacks must retreat one hex in order to satisfy one combat result. It is not sufficient to retreat only one stack.

Example: A stack of three units retreats one hex. This counts as "one," not "three," towards satisfying the combat result.

6.6.2 Units may not retreat into or through terrain in which it is not permissible for them to move. Units may retreat off-map (Axis may use the west

COMBAT

or south edge; Soviets the east and north). Units retreating off the map count as having retreated whatever number of hexes was required. They keep their state and their Step Losses and receive a Disrupted Marker. These units may then reappear as reinforcements during the next Game Turn at the closest entry point to where they exited the map, unless that entry hex is occupied by enemy units. Units may not retreat off an enemy map edge. Soviet HQ Units may only retreat along track/road/rail hexes.

6.6.3 Retreating Soviet and Axis Ally units that must enter an EZOC unoccupied by a friendly combat unit or HQs must lose one step per unit (not stack). German units that retreat into an EZOC must lose one step per stack (not unit). In the case of a mixed German/Axis Ally stack, each Axis Ally unit will lose one step, while the German forces lose one step total from the stack. Step losses incurred due to entering EZOC during retreats do not count towards satisfying combat results. Units marked OOS Level 3 may not retreat into an EZOC at all [7.4.5].

6.6.4 Units that retreat into hexes in an EZOC that are occupied by friendly combat units or HQs (not Supply Units) do not take Step Losses [6.6.3]. Units may exceed stacking limits while retreating but may not end their retreat overstacked. Units may retreat one additional hex to avoid overstacking.

B versus **A** Combat result: -/1

This stack retreats 1 hex (thus avoiding 1 Step Loss from the Combat Result), as it suffers no Step Loss when retreating into an EZOC occupied by a friendly combat unit.

E versus **D** Combat result: -/4

This stack chooses to retreat 4 hexes (thus taking 3 steps loss instead of 4 if it had remained in the attacked hex). By retreating 4 Hexes, it crosses an EZOC (1st Hex entered), causing units in the stack to lose steps.

1 SL for 1 German Units in the stack

1 SL for each Axis Allied Unit in the stack (These are 1 step unit, so they are eliminated).

The rest of the retreating hexes (2nd, 3rd & 4th) are not in an EZOC, so the remaining units retreat normally.

6.6.5 Units that end a retreat overstacked are eliminated.

6.6.6 Units with a MA of zero may not retreat, and all results against them must be satisfied with Step Losses.

6.6.7 Supply Units may not retreat. When combat units retreat out of a hex also occupied by a Supply Unit, the Supply Unit is left behind and may be destroyed or captured. A retreating unit may not enter a hex containing an enemy Supply Unit. [8.2] *Capturing Supply Units.*

6.6.8 Units that end their retreat in a hex occupied by friendly units, which is attacked later in the same Combat Phase, do not apply their defense strength to the new combat. If any adverse result is suffered by the actively defending units, the unit(s) that previously retreated into the hex must suffer Step Losses (and destruction, if enough) before any remaining result is applied to the active defenders.

Example: A one-step German unit retreats into a hex that is attacked by the Soviet player immediately afterwards. The previously retreated unit doesn't contribute its defense strength to the combat and, if a combat result affects the German side, the previously retreated unit must take the first number as a Step Loss.

6.6.9 If multiple hexes are available for retreat, the following priorities are followed:

- A hex not in an EZOC.
- A hex in EZOC occupied by a friendly unit not violating stacking restrictions.
- A hex in EZOC occupied by a friendly unit which violates stacking restrictions.
- A hex in EZOC with no friendly unit.
- Hexes which allow for the unit to be or remain supplied take precedence over unsupplied hexes in this priority list.

Clarification: Each hex in a retreat must be further distant from the attacker(s) if possible. No zig-zags!

6.7 - ADVANCE AFTER COMBAT

6.7.1 After all combat results are applied, if the defending hex is completely vacated (whether through retreat or elimination), surviving attacker units may advance after combat and occupy the target hex. Advance after combat is not mandatory and is done at the discretion of the attacker. The decision to advance after combat must be made immediately or not at all. Advance after combat does not apply to overruns [5.4].

6.7.2 Advance after combat is handled like retreat, with no expenditure of MP. Advance after combat never causes an increase in the OOS Level of an attacking unit. Units with a MA of zero may not advance after combat.

6.7.3 If the targeted hex is vacated by the defender, any attacking units may choose to advance into the hex (within stacking limits). Mobile Units may continue their advance for one or two additional hexes, but only if the defender satisfied two or three losses respectively by retreating. They may also advance two additional hexes if the defending units receive an "E" result.

Note: This allows for a maximum total advance of three hexes.

AGAINST THE IRON RING

6.7.4 Units advancing after combat ignore EZOC in the first hex of their advance (i.e., the defending hex in the combat). EZOC in hexes after the first hex stops advances after combat, and any unused advance allowance is lost.

6.7.5 Units that did not participate in the combat, even if stacked with units that did, may not advance after combat. Units that retreat as a result of combat may not advance after combat. Units that take Step Losses may advance after combat.

6.7.6 Mobile Units may only advance across a bridged/pontooned minor or major river hex not following a road or track if it is the first hex advanced into. After the first hex, any such crossing during advance after combat must follow a road or track. Unbridged/pontooned major river hexes may not be crossed during advance after combat.

6.7.7 If all attacking units are destroyed or retreated as a result of combat, victorious defending units which did not retreat may advance after combat (as in 6.7.3 but with reversed roles). In this case, the first hex entered must be one of the hexes from which the attack was launched.

6.7.8 Units advancing after combat may not end their advance in violation of stacking limits. Stacking limits may be exceeded temporarily during the advance.



6.8 - DISRUPTION

6.8.1 Units retreating due to Combat or overrun are marked with a Disrupted Marker at the end of their retreat.

6.8.2 Disrupted units have their MA reduced to $\frac{1}{4}$. In the case of units which have their MP reduced by being OOS, this reduction is applied after the OOS reduction.

Example: A German Panzer regiment with a MA of 12 which is marked OOS Level 1 must retreat, becoming disrupted. Its effective MA would be $12 \times \frac{1}{2}$ (for the OOS Level 1) = $6 \times \frac{1}{4}$ (for the Disruption) = 1.5. If the unit was OOS Level 2, it would be $12 \times \frac{1}{4}$ = $3 \times \frac{1}{4}$ = 0.75, which due to the rounding rule would be the minimum MA of 1.

6.8.3 Disrupted units may not:

- Enter an EZOC
- Perform an overrun (even against a unit with no ZOC).
- Move in their Reaction Phase, even if otherwise qualified to do so [5.5.2] & [5.5.3].

Note: They can initiate combat if they start a phase in an EZOC.

6.8.5 Disruption is effective only for one player-turn. All Disrupted Markers are removed during the Supply Phase of the current player-turn.

7. SUPPLY

Everything an army does is affected by supply concerns. If the proper levels of ammunition and fuel are not given to a unit, its survival chances decrease considerably. Therefore, each player must work effectively to supply their army.



7.1 - SUPPLY CHECK

7.1.1 During the Supply Phase, a player's units' Supply Status is checked based on one of three conditions:

- Units previously marked with OOS (OOS) markers which are currently found to be supplied remove their OOS markers (regardless of level).
- Units previously supplied now found to be OOS are marked with an OOS 1 Marker.
- Units previously marked OOS and are still OOS increase their OOS Level by 1 (to a maximum of 3).

Exception: If a German unit that would otherwise enter OOS Level 3 status can trace a Supply Line of 4 or fewer hexes to a German HQs, itself not OOS, it does not go OOS Level 3, but instead remains in OOS Level 2 Status. It does not matter which HQs the OOS Level 3 German unit belonged to at the start of the game.

7.1.2 HQs, Airfields, & Supply Units are always considered supplied.

7.2 - GENERAL SUPPLY

7.2.1 German/Axis Ally: A unit is supplied if it can trace a valid Supply Line to an Axis Supply Source.

Exception: German Alert Battalions [7.2.2].

7.2.2 Soviet/German Alert Battalions: must be within the Supply Range [7.2.3] of an appropriate HQ unit to be considered Supplied. The HQ must also be able to trace a valid Supply Line (of any length) along a combination of road/track/railroad hexes to a friendly Supply Source for being supplied. Soviet units & German Alert Battalions cannot directly use Supply Sources.

Exception: German Supply Units [7.4.2].

7.2.3 HQ Supply Range: Each HQ has a printed Supply Range. If a Supply Line [7.3] equal to or less than the Supply Range exists between a HQ and a unit, then the unit is considered within the Supply Range. Supply Ranges are measured in hexes, counted from the HQ (exclusive) to the unit (inclusive).

COMBAT - SUPPLY

Example: A Supplied HQs with a Supply Range of seven can supply any friendly unit seven or less hexes from the HQs itself as long as a valid Supply Line exists between the HQs and the unit.

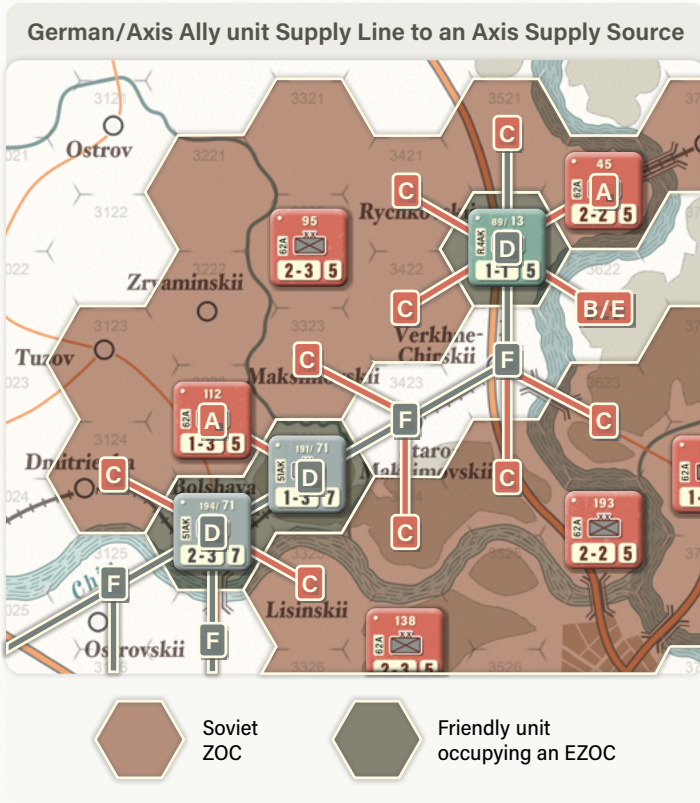
7.2.4 A single HQs may supply any number of friendly units and a unit may be supplied by any friendly HQs.

7.3 - SUPPLY LINES

7.3.1 A Supply Line is a continuous, unbroken line of hexes from a unit or HQs traced to a Supply Source.

7.3.2 A Supply Line is broken by:

- **A** An enemy-occupied hex.
- **B** A prohibited hex or hexside.
- **C** An EZOC (**D**) a friendly unit negates the EZOC in its hex).
- Pontooned major river hexsides.
- **E** Unbridged major river hexsides.
- **F** Other terrain does not affect tracing a Supply Line.



7.4 - SUPPLY SOURCES

A B C D 7.4.1 - Soviet Supply Sources

Map-edge hexes bordering entry areas A, B, C, and D. The Soviet player may use entry areas marked A and B as a notional HQs with a range of seven hexes for purposes of General Supply [7.2.2]. If a German or Axis Ally unit is in an A or B entry hex during the Soviet Supply Phase, that hex may not be used as a Supply Source for the rest of that turn.

E F G 7.4.2 - German Supply Sources

Map-edge hexes bordering entry areas E, F, and G. The German player can also use Supply Units to supply his units [8.4], received via successful Air Supply [8.3].

7.5 - OUT OF SUPPLY EFFECTS

7.5.1 Units bearing an OOS marker reduce their attack and defense strengths and MA as listed below. OOS units may not conduct overruns.

Note: Ownership is indicated in separate colors for Axis and Soviet units, but their effects are the same. These values are also printed on the OOS Markers.

7.5.2 Whenever an OOS unit performs one of the following actions, increase its OOS Level by 1 (per action):

- Move during their Movement Phase.
- Attack during their Combat Phase.
- Move during their Exploitation Phase.
- Still OOS during their Supply Phase.

Note: OOS Levels range from 1 to 3, with effects not cumulative. Only the current level's effects apply, and no unit can exceed OOS Level 3.

7.5.3 An OOS Level 1 unit has its attack strength and MP halved. Its defense strength is normal.

7.5.4 An OOS Level 2 unit has its attack strength and MP quartered. Its defense strength is halved.

7.5.5 An OOS Level 3 unit has its attack strength reduced to 0. Its defense strength and MP become 1. Units marked OOS 3 no longer project a ZOC, cannot retreat into an EZOC unless that hex is occupied by a friendly unit and lose the Divisional Integrity Bonus in combat.

Exception: Soviet corps which are OOS Level 3 have attack strength of 0. Their defense strengths are quartered, and their MP reduced to 1. Special Soviet Corps OOS Level 3 markers (XXX) are provided for these units.

7.5.6 Units OOS Level 3 found being OOS again may surrender.

7.6 - SURRENDER CHECK

At the start of a player's Supply Phase, if any of their OOS Level 3 units are fully surrounded by enemy units or located in an EZOC not negated by a friendly unit, there is a chance that part of the OOS Level 3 unit take a Step Loss.

For each unit meeting this condition, the owning player rolls one die:

German	Axis Ally	Soviet
1-4 No Effect	1 No Effect	1-3 No Effect
5-6 -1 Step	2-6 -1 Step	4-6 -1 Step

Terrain Die Roll modifiers	
Town/City	-2
Village	-1

Step losses due to surrender may result in unit elimination.

8. SUPPLY UNITS



Note: The concept of Supply Units is totally different from the concept of General Supply.

8.1 - GENERAL RULES

Both German and Soviet Supply Units operate identically regarding combat and capture. They differ in how they are received and used. Supply Units cannot move during the Movement Phase in which they are received. **Exception:** [12.1.3]

Supply Units move as Mobile Units. Soviet Supply Units can only move along road, track, or railroad hexes. German Supply Units are under no similar restriction and can move freely.

Supply Units have no combat strength (X-X) and are captured or destroyed if an enemy unit enters their hex through movement or advance after combat.

A maximum of 12 Axis and 10 Soviet Supply Units can be on the map at once. Any excess received or captured Supply Units are lost.

8.2 - CAPTURING SUPPLY UNITS

If a friendly combat unit with MA greater than an enemy Supply Unit's MA enters the Supply Unit's hex (through movement or advance after combat), it may attempt to capture the Supply Unit. Use table below:

Supply Unit Capture Die Roll	
1-2	The enemy Supply Unit is captured and replaced with a friendly Supply Unit.
3-6	The enemy Supply Unit is eliminated and removed from play. If the combat unit has a MA equal to or less than the Supply Unit, the Supply Unit is eliminated & removed from play.

It costs no additional MP to enter a hex with a Supply Unit.

Captured Supply Units cannot move during the phase they are captured.

Although Supply Units have no combat strength, a retreating unit cannot enter a hex with an enemy Supply Unit alone. For retreat purposes, enemy Supply Units are treated as combat units.



8.3 - GERMAN AIR SUPPLY

The German player may receive Supply Units as reinforcements during his Movement Phase. If in any German Movement Phase an Airfield Unit(s) would be unable to trace a Supply Line to a German entry hex per [7.0] and each game turn thereafter, roll one die on the table below:

German Air Supply Die Roll					
1	2 Supply Units	2-5	1 Supply Units	6	No Supply Units

Only one Supply Unit may be placed per airfield per turn. Supply Units in excess of existing German Airfield Units are lost.

Note: Any Airfield Unit taken by the Soviets will greatly impact the supply situation for the German player, as they will be permanently lost in this case.



8.3.1 No more than twelve Supply Units may be received via air supply throughout the game. Use the Air Supply Marker to track the number received on the General Record Track.

8.3.2 Supply Units arriving via air may not be consumed on the turn they are received.



8.4 - GERMAN SUPPLY UNIT SPECIAL RULES

8.4.1 German Supply Units are consumed during the German Supply Phase, allowing them to be treated as an Axis Supply Source. To show a Supply Unit is being consumed, flip it over to its reverse side, which shows a Supply Range of seven hexes. In this state, it acts like a Soviet HQs with a range of seven hexes and can supply all German and Axis Ally units within its Supply Range.

Attention: Supply Units may not be consumed on Game-Turn 12!

8.4.2 All unit types other than Mobile Units receive supply from the Supply Unit automatically.

Mobile Units: are a special exception. For each such unit attempting to draw supply from the Supply Unit, roll a die on the table below.

German Mobile unit Supply Die Roll	
1-3	The unit is supplied
4-6	The unit is not supplied and must be marked OOS Level 1 or have its current OOS Level increased by 1 (max 3).

8.4.3 The decision to consume a Supply Unit must be made at the beginning of the German Supply Phase. Any number of Supply Units may be consumed during a single turn.

8.4.4 Consumption of Supply Units is not mandatory. The German player may choose to refrain from consuming Supply Units.

8.4.5 Consumed Supply Units are removed at the end of the current German Supply Phase.



8.5 - SOVIET OFFENSIVE SUPPLY

Depending on the scenario the Soviets start with a certain number of Supply Units on the map and can use them for extra offensive capability with the expectation that they will be used up, but the player gets to choose when and even if to use them. The Soviets do not get any more Supply Units as Reinforcements throughout the game.

SUPPLY - SOVIET PRELIMINARY BOMBARDMENT

At the start of the Soviet Movement Phase, the Soviet player may choose to flip over any Supply Unit(s) stacked with a HQs to the Offensive Supply Marker side to gain three advantages.

8.5.1 Soviet units beginning their movement or Exploitation Phase within Supply Range of a Soviet HQs bearing an Offensive Supply Marker may perform overruns. Other Soviet units may not perform overruns.

8.5.2 Soviet attacks resolved during the Soviet Combat Phase that have at least half of the attacking units within the Supply Range of a Soviet HQs with an Offensive Supply Marker receive a +2 column shift bonus.

8.5.3 Soviet HQs marked with an Offensive Supply Marker may provide supply as a normal HQs, even if the HQs is unable to trace a valid Supply Line to a normal Supply Source [7.2.2].

8.5.4 A Soviet HQs may be placed in Offensive Supply even if it cannot trace a valid Supply Line to a Supply Source, as long as it begins its Movement Phase stacked with the necessary Supply Unit.

8.5.5 All Soviet Offensive Supply Markers are removed at the end of each Soviet Supply Phase.

9. SOVIET PRELIMINARY BOMBARDMENT

The Soviet Uranus Offensive depended on heavy concentrations of artillery and rocket launchers (the dreaded "Katyusha").

9.1.1 There is an Artillery Support Marker each for the Soviet 5th Tank Army, 21st Army, 57th Army, and 51st Army. The backside of the markers indicates the number of Artillery Support Points available:



The markers can be placed in the applicable box of the [General Record Track](#) and then shifted towards 0 by conducting bombardments.

9.1.2 On Game Turn 1 of Scenarios #1 and #3, before the Soviet Movement Phase, the Soviet player performs his Preliminary Bombardment.

Resolve this bombardment with the following procedure:

The Soviet player declares which army is conducting the bombardment. The Soviet player declares a target hex containing Romanian units. The target hex must be adjacent to a Soviet unit belonging to the same army HQs.



Example: The 1TK belongs to 5TA, and 5TA Bombardment Points may be used on any hex adjacent to 1TK.

The Soviet player then declares how many Artillery Support Points will be used against the target hex. Artillery Support Points may be divided into multiple bombardments as desired by the Soviet player, as long as the total is not exceeded. Each target hex can only be bombed once.

Example: The 5TA could bombard 7 different hexes with 1 point each, or 3 hexes with 2 point each and 1 with 1 point, or 1 hex with all 7 points.

The Soviet player rolls one die and compares that number with the column of the Artillery Support Points used on his Preliminary Bombardment Chart (found on the Soviet Setup Sheet for scenarios #1/3). The result is the number of Step Losses caused in the target hex.

Continue resolving Preliminary Bombardments for the specified Soviet army until all of its Artillery Support Points have been used and then proceed to the next army.

All Preliminary Bombardments must be resolved before proceeding with the first Soviet Movement Phase.

9.1.3 Preliminary Bombardments target the entire hex. The Soviet player cannot target a specific unit within the hex, where multiple units exist.

9.1.4 Terrain has no effect on Preliminary Bombardments.

9.1.5 The German player must apply the results of Preliminary Bombardments as Step Losses. Only Romanian units take Step Losses from Preliminary Bombardment; German and Croat units do not. Preliminary Bombardment results may not be satisfied by retreating.

9.1.6 Units eliminated by Preliminary Bombardments are considered "Routed" instead of eliminated. Routed units do not go into the dead pile but are instead placed into the special corresponding Routed Units Boxes of the Romanian Army (either 3rd or 4th Army). It is possible that these units may return as reinforcements during the German Movement Phase of Game Turn 2 [10.2].

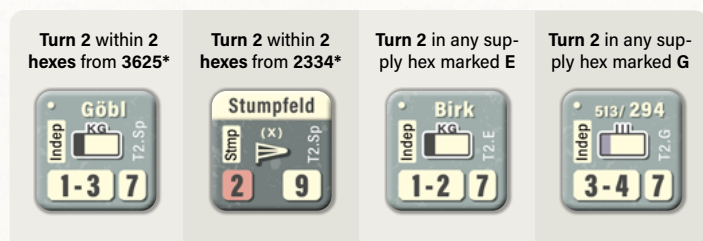
10. REINFORCEMENTS

10.1 - PLACEMENT

10.1.1 Soviet reinforcements: are placed at the beginning of the Soviet Movement Phase. Soviet reinforcements are shown with a turn number and with a Supply Hex Letter (T2.B).

10.1.2 German/Axis Ally reinforcements: they may be placed at the beginning of the German Movement and German Exploitation Phase. Only German reinforcements may be placed during the German Reaction Phase (Soviet Player Turn). The units must be eligible to move in the given phase in order to appear in that phase. German reinforcements are either shown with a turn number and the word Sp (T2.Sp) or a with a Supply Hex Letter (T2.E).

10.1.3 Reinforcements placement: Units with the word SP are placed in special Hexes as specified on the Reinforcement Track located on the map. Units with a Supply hex letter are placed on any given hex bearing that letter's designation. **Exception:** German Alert Battalions [10.3.1]. Reinforcements cannot be placed in an enemy-occupied hex or in an EZOC.



* The special Hexes are specified on the Reinforcement Track located on the map.

10.1.4 A player may delay the appearance of a reinforcement unit until the next Game Turn if desired, **Exception:** [10.2.1] Return of Routed Units. If the entry hex or hexes in which a unit is scheduled to appear are occupied by enemy units, the unit may appear on any map edge hex within 10 hexes of its stated entry hex.

10.1.5 Reinforcements are always treated as being supplied on the turn they enter. Reinforcements always appear at full strength. There is no additional MP cost to place reinforcements on the map, and reinforcing units may move freely during the phase of placement.

Exception: [5.5.7] German Reaction Phase. Stacking limits may be temporarily exceeded in order to place reinforcing units.

10.2 - RETURN OF ROUTED UNITS

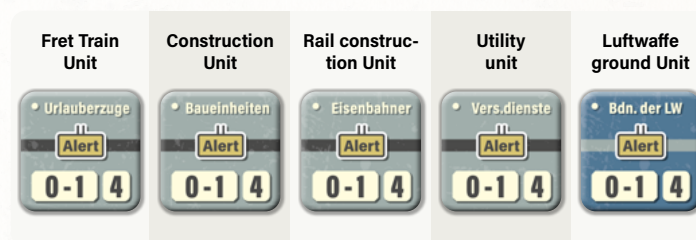
10.2.1 At the beginning of the German Movement Phase of Game Turn 2, half (fractions rounded up) of the units in each Romanian Routed Units Box (3rd or 4th Romanian Army) are returned as reinforcements. The German player can choose which of the available units will return. Those units that remain in the Routed Units Boxes are considered eliminated and moved to the dead pile. Returning Routed Units may not be delayed like normal reinforcements.

10.2.2 Units that return from the Romanian 3rd Army Box arrive in entry hexes marked G; those from Romanian 4th Army arrive in entry hexes marked E.

10.2.3 Returned Routed Units are treated as normal Romanian units with no special restrictions.

10.3 - GERMAN ALERT BATTALIONS

At this point in the war, the German army would gather elements of Support Units, such as railroad operators, construction personnel, police units, and lightly wounded soldiers into ad-hoc units to fill gaps in their broken front lines. Alert Battalions represent such units.



Note: All German Alert battalions are drawn at random, so their specific names are unimportant, the names serve purely for atmosphere.

10.3.1 Alert battalions appear as reinforcements. They may be placed in any supplied hex adjacent to the Chir River as long as it is not in an enemy-occupied hex or in an EZOC.

10.3.2 Once placed on the map, an Alert Battalion is treated as any other German infantry unit.

10.3.3 Alert Battalions must trace supply to a German HQs, unlike regular German units.

11.0 SCENARIOS

11.1 - SCENARIO SET UP

11.1.1 The starting and ending turns, the game length, the portion of the map used, unit setup & reinforcements, and the victory conditions are listed separately for each scenario.

11.1.2 The German player sets his units up first in each scenario according to the Axis deployment sheet Scenario.

11.1.3 The Soviet player sets his units up second in each scenario according to the Soviet deployment sheet Scenario.

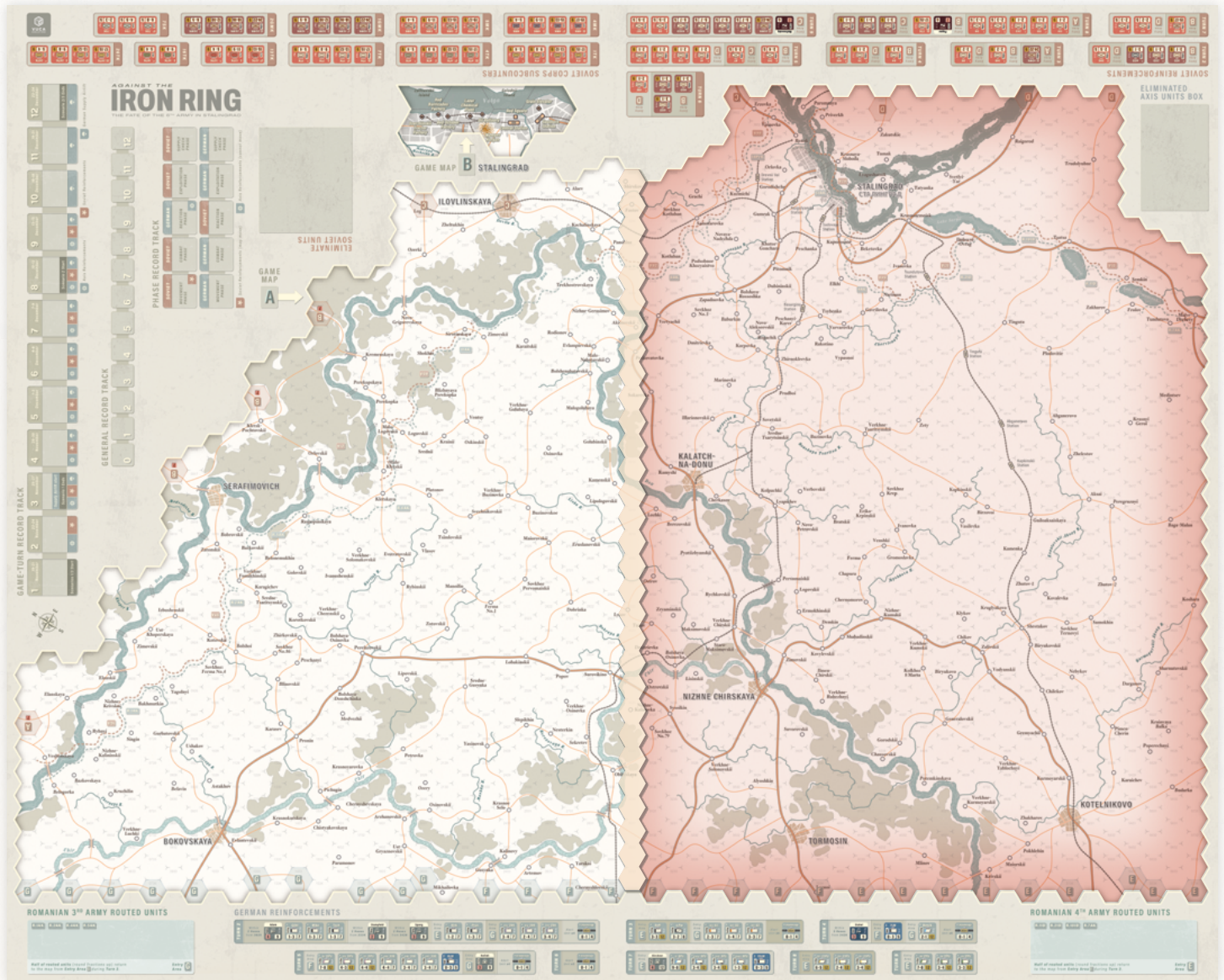
11.1.4 Overstacking is not allowed during setup.


11.1.5 Where setup information is given as a range or line of hexes (i.e. deployment line between XXXX to YYYY), each hex within that range must either contain a unit or be in the ZOC of a friendly unit. Each such unit must be setup on the frontline.

11.2 - SCENARIO #1: OPERATION URANUS

This scenario, which vividly illustrates the initial rush for the Kalach crossings, is included as an introductory scenario, utilizing only half of the map to give players a focused experience. It serves as a gateway into the broader strategic landscape of the battle, emphasizing the

early stages of the Soviet offensive. The scenario specifically depicts the dramatic breakthrough of the Soviet right-wing during the pivotal phase of Operation Uranus, highlighting the aggressive maneuvers and tactical challenges faced by both the Axis and Soviet forces in the opening moments of this critical counteroffensive.




11.2.1 Game duration & Map Area: This scenario begins with Game Turn 1 and lasts till the end of Game Turn 3. Only hexes on or north of column 29xx are used. All the rest of the map is not used .

11.2.2 Axis setup: The Axis player sets up his units according to the Axis deployment sheet Scenario #1/3.

11.2.3 Soviet setup: The Soviet player then sets up his units according to the Soviet deployment sheet Scenario #1/3.

11.2.5 Reinforcements: Only reinforcements listed as entering between Game Turns 1 and 3 and in entry hexes marked A, B, or G are used in this scenario.

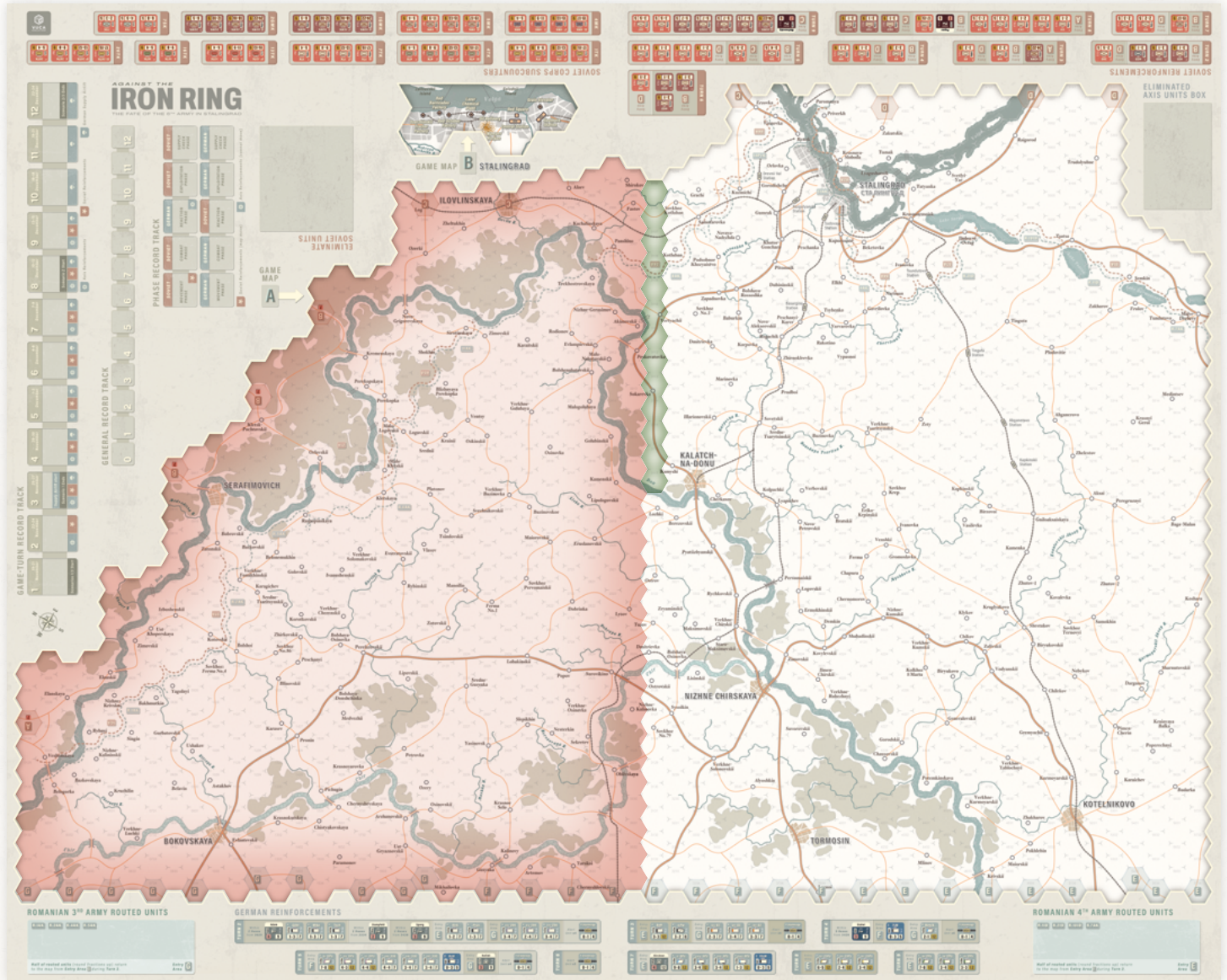
11.2.6 - Victory Conditions: At the end of Game Turn 3, the Soviet player must have exited units totaling 20 or more attack strength points off the south edge (hexes 2910-2934) of the play area  to win. If the Soviet player does not win, the German player wins instead.

Soviets will have only 5 Supply Units in this scenario.

11.3 - SCENARIO #2: WINTER STORM

This smaller, yet highly intense scenario, which utilizes only half the map, focuses on Von Manstein's bold and desperate attempt to rescue the encircled 6th Army during the harrowing stages of the Battle of Stalingrad. The scenario specifically depicts *Operation "Wintergewitter"* ("Winter Storm"), a last-ditch effort to break through the Soviet siege and relieve the trapped German forces. It captures

the critical moments of the operation, highlighting the immense challenges faced by Von Manstein's troops as they navigated treacherous terrain, engaged in fierce combat, and fought against the clock to achieve a breakthrough before the 6th Army's situation became untenable. The scenario immerses players in the high stakes of this pivotal moment, underscoring both the tactical brilliance and the eventual futility of the operation.



11.3.1 Game duration & Map Area: This scenario begins with the German player turn of Game Turn 8 and continues through Game Turn 12 (skip the Soviet player-turn of Game Turn 8). Only hexes on or south of hexrow 31xx are in play, all the rest of the map is not used . There is no Soviet Preliminary Bombardment in this scenario.

11.3.2 Axis setup: The Axis player sets up his units according to the Axis deployment sheet Scenario #2.

11.3.3 Soviet setup: The Soviet player then sets up his units according to the Soviet deployment sheet Scenario #2. There is no Soviet Supply Units in this scenario.

11.3.4 Reinforcements: Only reinforcements scheduled to appear on Game Turns 8 & 9 are used in this scenario. Soviet reinforcements scheduled to appear on Game-Turns 8 & 9 enter the Game-Turns 9 & 10 (thus, one turn delay) from any map-edge hex between 3117 & 3105 (inclusive) . However, all reinforcements from Entry Hex A are not used in this scenario.

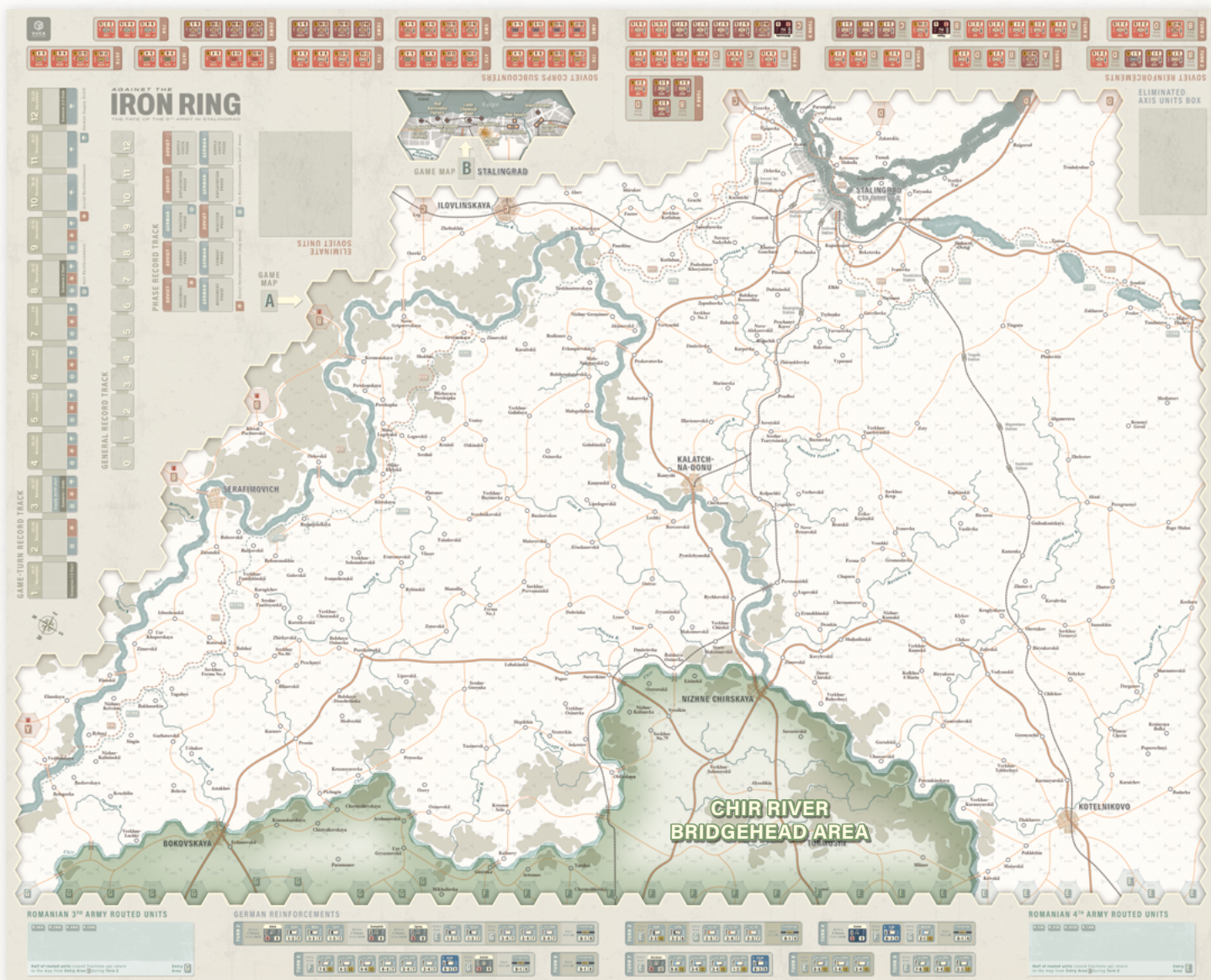
11.3.5 - Victory Conditions: At the end of Game Turn 12, if at least 45 steps of German units can trace a Supply Line to a valid Axis Supply Source, the German player wins. HQs, Alert Battalions, Airfield Units, Supply Units, and Axis Ally units do not count toward this total. If the German player does not win, the Soviet player wins instead.

SCENARIOS

11.4 - SCENARIO #3: THE CAMPAIGN GAME

This scenario meticulously reproduces the entire strategic picture, beginning with the intense and dramatic events of *Operation Uranus*, which saw the initial encirclement of the German 6th Army, and continuing through to the desperate and ultimately doomed efforts of Von Manstein to relieve the besieged General von Paulus and his troops. The game spans the entirety of this critical campaign, capturing every pivotal moment, from the Soviet forces' rapid advance to the

beleaguered German defense efforts, and the subsequent, grueling counteroffensives. Players are immersed in the full scope of the campaign, navigating the complex terrain of battle, making critical decisions, and experiencing firsthand the high stakes of this monumental struggle between two mighty forces. This is the complete campaign experience, allowing players to engage with both the strategic depth and the tactical challenges that defined one of World War II's most decisive confrontations.



11.4.1 Game duration & Map Area: The scenario begins on Game Turn 1 and ends at the end of Game Turn 12. The entire map is in use.

11.4.2 Axis setup: The Axis player sets up his units according to the Axis deployment sheet Scenario #1/3.

11.4.3 Soviet setup: The Soviet player then sets up his units according to the Soviet deployment sheet Scenario #1/3.

Soviets will have 10 Supply Units in this scenario.

11.4.4 Reinforcements: All reinforcements shown on the players' Reinforcement Tracks are used in this scenario.

11.4.5 First Game Turn Restrictions:

The German 51st Corps and Soviet 62nd Army were still heavily engaged in brutal city-fighting and were not in a position to react to or affect conditions outside their immediate operations. To represent this historical condition, use the next page special restriction.

AGAINST THE IRON RING

51st German Corps:

Game Turn 1:

Of the 24 units of 51st Corps that begin the game set up in Stalingrad hexes, only 9 may leave a Stalingrad urban hex, either through movement or as a result of combat. If retreats which would result in more than nine units needing to leave urban hexes occur, these combat results must be taken as Step Losses.

Game Turn 2:

the above restriction is lifted and all 51st Corps units may move, retreat, and advance after combat freely.

Soviet 62nd Army:

Game Turn 1:

None of the units of this Army may move, however, these units may retreat freely if defending.

11.4.6 - Victory Conditions

Important notes: At the end of any turn, if the Soviet player has accumulated 60 or more Victory Points, the game immediately ends in a Soviet Strategic Victory.

The "Chir River Bridgehead Area" is composed of all hexes on the West side of the Don River and south of the Chir River (west of the line 4633-3625-0334, up to the rivers' edges, see scenario map).

German Supply Units may not be consumed during Game Turn 12!

Soviet Union:

Beginning on turn 5, the Soviet player begins keeping a running total of his Victory Points, recorded on the Soviet Victory Point Track.

- At the end of each turn, from turn 5 onwards, the Soviet player receives **1 VP** for each Soviet Division or Corps (unit, not step) that has an imaginary Supply Line to any hex of Entry Areas F and G (as if those Areas would be soviet Supply Sources) within the «Chir River Bridgehead Area».

OOS, regiment or brigade-size, HQs and Supply Units do not count for Victory Points.

Germany:

At the end of Game-Turn 12, the German player receives:

- **1 VP** for each surviving supplied German unit on the map, excluding HQs, Alert Battalions and Supply Units.
- **5 VP** for each surviving German Airfield Unit regardless of its Supply Line Status.
- **10 VP** for each Supplied Axis unit ending the game in a Soviet reinforcement entry hex (A, B, C, or D)

Victory Point calculation:

At the end of Game Turn 12 the players total their Victory Points.

The Soviet player then deducts his Victory Point total from the German player's Victory Point total. Compare the final Victory Point total to the Table below to find which side won and how impressive the victory:

VPs	Victory type
0 - 25	Soviet strategic victory
26 - 45	Soviet operational victory
46 - 65	Soviet tactical victory
66 - 75	Draw
76 - 95	German tactical victory
96 - 115	German operational victory
116+	German strategic victory

12.0 OPTIONAL RULES

Any Optional Rules may be used with the agreement of both players.



12.1 - GERMAN TIGER BATTALION

The German may use the "schwere Panzer-Abteilung 503". This unit was composed completely of Tiger I's and though they were ordered to join the Don Army Group in 1942, they did not arrive until mid-January 1943. This rule supposes that the unit arrives in the Don River basin earlier than it historically did.

12.1.1 When using this rule, the German player receives the 503rd as a reinforcement on Game Turn 8, at entry area G.

12.1.2 If the unit participates in a German overrun, a +2 column shift is applied to the combat odds. In addition, if the unit is involved in an Axis attack during the Axis Combat Phase, a +1 column shift is applied to the combat odds.

12.1.3 If the German player opts to receive the unit, the Soviet player receives 1 additional Supply Unit which appears as a reinforcement on Game Turn 9 in any entry hexes (A, B, C or D). This Supply Unit may move normally in the turn in which it appears (as an **exception** to 8.12).

12.2 - RIVER ASSAULT CROSSING

In the game, for purposes of rules simplification, unbridged/pontooned Don River hexsides are considered uncrossable and prohibited terrain. In reality, it was possible to advance to the other side of the river using bridges constructed by engineers. If this rule is used, the historicity of the game is improved but the game balance shifts somewhat to the Soviet player.

OPTIONAL RULES - HISTORICAL NOTES

12.2.1 At the beginning of the Movement Phase, infantry or marine units which are not in an EZOC may move across one Don River hexside at a cost of all their MA. The hex being entered may not be occupied by an enemy unit (except a Supply Unit) and may not be in an EZOC.

12.2.2 Only units that are neither OOS nor disrupted can use River Assault Crossing.

12.2.3 Only Infantry and Marine units (not including Cavalry or Alert Battalions) may use River Assault Crossing. Units performing a River Assault Crossing are marked with an OOS Marker and a Disrupted Marker after completing their movement.

12.2.4 This River Assault Crossing Rule has no effect on the tracing of Supply Lines. In other words, unbridged and unpontooned Don River hexsides may not have a Supply Line traced over them if this rule is in effect.

12.3 - INFILTRATION MOVEMENT

Soviet Soviet Tank or Mechanized Infantry, as much as any other unit, may not move directly from one EZOC to another. In reality, if opposing units were not equipped with sufficient anti-tank capability, a limited degree of such Infiltration Movement was possible. In order to recreate this, Soviet Infiltration Movement may be allowed. This rule increases the historicity of the game, but shifts the balance somewhat to the Soviet's advantage.

12.3.1 A Soviet Tank or Mechanized Infantry unit may attempt to move directly from one EZOC to another. The Soviet player rolls one die. If the result is greater than the total attack strengths of all Axis units exerting a ZOC into the target hex, the Soviet unit may move directly into the next EZOC hex at an additional cost of 3 MP.

12.3.2 If the result is equal to or less than the total attack strengths of all Axis units exerting the ZOC, the attempt fails, and the unit loses one step and may continue to move normally (to another hex) without moving from ZOC to ZOC whilst doing so.

12.3.3 If the total attack strengths projected into the target hex are six or greater, it is not possible to conduct Infiltration Movement. Infiltration Movement may not be attempted into hexes in which a ZOC is exerted by an Axis Mobile unit regardless of the total attack strengths exerted.

12.3.4 Soviet units may not attempt Infiltration Movement across minor or major river hexsides, regardless of the presence of bridges or pontoons. Where the attempt is otherwise legal, road/railroad movement costs may be used in an Infiltration Movement Attempt.

12.3.5 Axis units with effective attack strengths of 0, even if Mobile Units, do not block Infiltration Movement. If the target hex of an Infiltration Movement Attempt has a ZOC with an effective attack strength of zero, the additional 3 MP cost is ignored.

12.4 - HITLER'S DESPERATE DEFENSE ORDER

As is well known, Von Paulus and the 6th Army had been issued orders by Hitler himself to hold Stalingrad at all costs, which denied any attempt at a breakout, and restricted 6th Army's ability to maneuver.

If you would like to represent this historical restriction, apply this rule. This rule is applicable only for Scenario #3: The Campaign Game. At the end of Scenario 3, the Soviet player receives 10 VP for each Stalingrad urban hex containing a Soviet unit.

13.0 HISTORICAL NOTES

13.1 - THE CONTEXT

The Eastern Front in Late 1942

By the autumn of 1942, the German Wehrmacht, alongside its Axis allies, was deeply entrenched in the Soviet Union, having advanced to the banks of the Volga and into the Caucasus in an attempt to seize vital Soviet resources. The Battle of Stalingrad raged fiercely, with German Sixth Army forces engaged in brutal urban combat against the Soviet 62nd Army. However, the overstretched German front lines, particularly those held by Romanian and other Axis troops, presented a significant vulnerability that the Soviet high command sought to exploit.

13.2 - THE SCENARIOS

Operation Uranus: The Strategic Encirclement

On November 19th, 1942, the Soviet Red Army launched *Operation Uranus*, a massive counteroffensive aimed at encircling the German 6th Army and elements of the 4th Panzer Army. The offensive struck both the northern and southern flanks of the German positions at Stalingrad, which were thinly held by Romanian 3rd and 4th Armies. The Soviet spearheads, consisting of the 5th Tank Army and 21st Army in the north and the 51st and 57th Armies in the south, broke through rapidly, overwhelming Romanian defenses. By November 23rd, Soviet forces linked up at Kalach on the Don River, effectively trapping over 250,000 Axis troops within Stalingrad.

Scenario #1 The Initial Breakthrough (Nov. 19th-27th, 1942)

This scenario covers the opening phase of *Operation Uranus*, where Soviet forces decisively shattered the Romanian defenses and advanced toward Kalach. The speed and coordination of the Soviet offensive caught the German high command off guard, leading to chaotic attempts to stabilize the front.

The scenario ends just before the Germans fully grasp the extent of the disaster unfolding. The Iron Ring Closes: Axis Attempts to Stabilize Following the encirclement, the Wehrmacht attempted to hold its positions while planning a relief effort. Inside the pocket, General Friedrich Paulus and the 6th Army faced dwindling supplies, severe winter conditions, and relentless Soviet pressure. Hitler's insistence on holding the city at all costs prevented any breakout attempts.

Scenario #2 Operation Winter Storm (Dec. 10th-24th, 1942)

The second scenario depicts *Operation Winter Storm*, the German relief effort launched by the 4th Panzer Army under General Erich von Manstein. Beginning on December 12th, German forces attempted to break through Soviet lines from the south to reach the encircled 6th Army. While initially making progress, the operation faltered due to strong Soviet resistance and logistical difficulties. By mid-December, the Soviets launched *Operation Little Saturn*, targeting the weakened Italian 8th Army further west, forcing the Germans into a defensive retreat and sealing Stalingrad's fate.

Scenario #3 The Full Campaign (Nov. 19th-Dec. 24th, 1942)

Operation Uranus (November 19th-24th, 1942) was a major Soviet counteroffensive during the Battle of Stalingrad, aimed at encircling the German 6th Army under Friedrich Paulus. After months of fierce fighting in Stalingrad, German forces were exhausted and vulnerable on their flanks, which were defended by poorly equipped Romanian troops. The Red Army took advantage of this weakness to secretly prepare a massive offensive.

On November 19th, 1942, the Red Army launched a two-pronged attack. In the north, the 5th Tank Army and the 21st Army broke through Romanian lines. In the south, the 51st and 57th Armies attacked the Romanians and advanced rapidly. On November 23rd, the two Soviet pincers met at Kalach-on-the-Don, encircling over 250,000 German soldiers and their allies. The encirclement forced Hitler to order Paulus to hold Stalingrad instead of attempting a breakout. The failure of air resupply and the destruction of *Operation Wintergewitter* (a rescue attempt) doomed the 6th Army. Finally, on January 31st, 1943, Paulus surrendered, marking a major turning point on the Eastern Front.

Operation Uranus was a demonstration of Soviet strategic brilliance and helped turn the tide of the war against Nazi Germany.

This scenario encompasses the entire course of events, from the initial Soviet offensive to the failure of the German relief attempt. It reflects the Soviet Red Army's growing operational proficiency and strategic planning, as well as the Wehrmacht's increasing difficulties in sustaining offensive operations due to manpower and logistical shortages.

13.3 - THE AFTERMATH AND STRATEGIC IMPACT

The events depicted in *Against the Iron Ring* marked a turning point in World War II. The destruction of the 6th Army at Stalingrad had profound consequences for the Eastern Front, shattering the myth of German invincibility and shifting the strategic initiative to the Soviets. In the following months, the Red Army launched further offensives that pushed the Axis forces westward, eventually culminating in the Soviet advance into Eastern Europe and Germany itself. By capturing the operational and strategic dynamics of this critical period, the game challenges players to grapple with the realities of large-scale warfare on the Eastern Front, where Supply Lines and high command decisions shaped the course of history.

14.0 INDEX

Concept -----	Rule Reference
Advance after combat -----	6.7.1-6.7.8 • p.16
Air Supply (German) -----	8.3 • p.18
Airfields -----	2.1 • p.2
Alert Battalions (German) -----	10.3 • p.20
Attack/Combat (general) -----	6.0-6.4 • p.12-14
Bridges / Pontoon bridges -----	4.2.2 • p.9; 5.1.3 • p.10; 5.4.2 • p.12; 6.7.6 • p.16; 12.2 • p.24-25
Divisional Integrity (German) -----	6.8 • p.16
Disruption -----	2.1 • p.2
Eliminated Units Boxes -----	5.6 • p.12
Exploitation Movement -----	12.1 • p.24
German Tiger Battalion (Optional) -----	6.4.1 • p.14
HQs (info & supply) -----	2.2.1 • p.4 •; 7.3 • p.16-17
Infiltration Movement (Optional, Soviet) -----	12.3 • p.25
Movement (general) -----	5.1 • p.9-10
Movement: restrictions -----	5.2 • p.10-11
Overrun -----	5.4 • p.11-12
Reaction Movement -----	5.5 • p.12
Reinforcements -----	10.0-10.1 • p.20
Reserve (status/markers) -----	5.3 • p.10-11
Retreat -----	6.6 • p.15
Rounding -----	2.5 • p.6
Scenarios -----	11.0-11.4 • p.20-23
Stacking -----	4.1 • p.8-9
Step Losses -----	6.5 • p.14
Supply -----	7.1-7.4 • p.16-17
Supply: Out-of-Supply Effects -----	7.5 • p.17
Supply Units -----	8.1-8.5 • p.18
Surrender Check -----	7.6 • p.17-18
Terrain Effects -----	p.9-10 + TEC
Victory Points -----	p.25
Zones of Control -----	4.2 • p.9

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