

TURNING POINT:

The Battle of Stalingrad

SET-UP MAP

19 NOV 1942
HISTORICAL DEPLOYMENT
Shown in terms of
unit strength and type,
not designations



The Battle of
Stalingrad

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The Battle of Stalingrad

SCENARIOS

19 November Games

Scenario 1: historical; both Players use Order of Battle options "A". Set-up as per map. Axis uses Reinforcement option "E". Length: Game-Turns "1" through "7".

Scenario 2: free Soviet set up; Axis Player uses Order of Battle option "A", Soviet Player uses Order of Battle option "B". Axis uses Reinforcement option "E". Length: Game-Turns "1" through "7".

Scenario 3: free Axis and Soviet set up; both Player use their Order of Battle option "B". Axis uses Reinforcement option "E". Length: Game-Turns "1" through "7".

Scenario 4: increased reinforcement; Axis Player uses Order of Battle "A", Soviet Player uses Order of Battle option "A". Axis Player uses Reinforcement option "F". Length: Game-Turns "1" through "7".

Scenario 5: increased reinforcement, free Soviet set up; Axis Player uses Order of Battle option "A", Soviet Player uses Order of Battle option "B". Axis uses Reinforcement option "F". Length: Game-Turns "1" through "7".

Scenario 6: both free set up, increased reinforcement; Axis Player uses Order of Battle option "B", Soviet Player uses Order of Battle option "B". Axis uses Reinforcement option "F". Length: Game-Turns "1" through "7".

16 December Games

Scenario 7: historical; Axis uses Order of Battle option "C". Soviet Player uses Order of Battle option "C". Axis uses Reinforcement option "E". Length: Game-Turns "15" through "21".

Scenario 8: planned Winter Offensive; Axis Player uses Order of Battle option "D", Soviet

Player uses Order of Battle option "D". Axis uses Reinforcement option "G". Length: Game-Turns "15" through "21".

Scenario 9: increased reinforcement, planned Winter offensive; Axis uses Order of Battle option "D", Soviet Player uses Order of Battle option "D". Axis uses Reinforcement option "H". Length: Game-Turns "15" through "21".

Scenario 10: historical, but without reinforcement; Axis uses Order of Battle "C", Soviets use Order of Battle "C". Axis uses reinforcement Option "I". Length: Game-Turns "15" through "21".

Campaign Games

Scenario 11: use same Order of Battle and reinforcement options as scenario 1; Length: Game-Turns 1 through 21.

Scenario 12: use same Order of Battle and reinforcement options as scenario 2; Length: Game-Turns 1 through 21.

Scenario 13: use same Order of Battle and reinforcement options as scenario 3; Length: Game-Turns 1 through 21.

Scenario 14: use same Order of Battle and reinforcement options as scenario 4. Length: Game-Turns 1 through 21.

Scenario 15: use same Order of Battle and reinforcement options as in scenario 5. Length: Game-Turns 1 through 21.

Scenario 16: use same Order of Battle and reinforcement options as scenario 6. Length: Game-Turns 1 through 21.

O.B.Options; Set-Ups



Axis Order of Battle Options: Set-ups

Option A (19 November historical): Germans must set up as indicated in the Set Up Map. The First Game Turn Surprise Rule must be used with this option.

Option B (19 November free set up): Axis Player sets up anywhere west of the November 19 Start Line; within the following restrictions: all infantry units (except five) must be placed in the Axis Fortified Line. The other Axis units may be placed anywhere west of the start line. The First Game-Turn Surprise Rule must be used with this option.

Option C (16 December historical): Axis must set up their forces in the following manner, by the subdivisions indicated. The option Ca forces must be placed within the circle around Stalingrad formed by the 16 December and 19 November Start Lines. The option Cb forces must be placed adjacent to the line formed by (starting from the north of the map) the 19 November Start Line to the junction with the 16 December line, along that line to the southern portion of the 19 November Start Line, and then to the south edge of the map.

The option Cc forces may be placed anywhere west of the line described in option Cb.

Option D (Russian Winter Offensive Plan): Axis Player sets up his forces in exactly the same manner as in option B. This situation assumes that the Soviets waited until the planned time to launch their offensive, rather than grab the opportunity, as they did.

Explanation of Axis Reinforcement Options

E: historical reinforcement rate.

F: increased reinforcement rate, based on a possible greater withdrawal from Army Group A in the Caucasus.

G: reinforcements, based on same lead time for forces transferred in Russia during the actual battle, applied to the planned Soviet Winter Offensive beginning 16 Dec.

H: same as option C, with added reinforcements from Army Group A.

I: No reinforcement; assumes successful partisan activity cutting main off-map rail links.



Soviet Order of Battle Options: Set up

Option A (19 November historical): Soviets must set their units up as indicated in the Set Up Map.

Option B: same as Option A, except Soviet units may deploy anywhere east of the 19 November Start Line.

Option C (16 December historical): Soviet Player may set up his units freely east of the Axis option Cb line, except that they may not set up units within the rough circle around Stalingrad formed by the 16 December Start Line and the 19 November Start Line. Only Axis units may set up within this pocket.

Option D (Russian Winter Offensive Plan): Soviet Player may set up his forces anywhere east of the 19 November Start Line. This situation assumes that the Soviets waited until 16 December, as planned, to launch the offensive.

Battle of Stalingrad Design Credits

Game System Design: James F. Dunnigan;
Physical Systems Design and Graphics: Redmond A. Simonsen; **Game Development and Rules Construction:** John Young, Stephen C. Bettum, and Redmond A. Simonsen; **Graphic Production:** George Bouse.

Battle of Stalingrad REPLACEMENT PARTS

Unit counters (complete) \$1.00

Playing Map \$3.00

Rules Folder \$2.00

Send orders to: Simulations Publications, Inc.
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New York, N.Y. 10010

Questions? If you have any questions regarding the game rules, submit them along with a stamped, self-addressed envelope to the above address (mark your letter "attn, Stalingrad Game-Question Editor"). All questions must be written so that they may be answered either "yes" or "no", or by a single word or number. Leave space between each question so that we may send back your original letter with the answers filled in. Please print or type. **Do not enclose orders in your game-question correspondence.** Thanks.

AXIS INITIAL FORCES						REINFORCEMENTS & TURN RECORD																
Unit Type	Order of Battle Option					19 November Scenarios							Campaign Game Only									
	A&B	Ca	Cb	Cc	D	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
1-4	24	1	11	-	24	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
1-5	5	-	-	-	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
1-6	1	-	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
2-6	1	-	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
3-6	1	-	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
3-5	20	9	9	-	22	-	-	-	-	F1s	F1s	-	F1s	EF1w	-	-	EF1n&1w	-	-	EF1n	-	
5-5	-	-	1	-	-	-	-	-	-	-	-	-	-	-	EF1w	EF1w	-	-	-	-	-	
6-5	-	-	1	-	-	-	-	-	-	-	-	-	EF1n	-	-	-	-	-	-	-	-	
2-8	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
3-8	1	-	1	-	1	-	-	-	-	-	-	-	-	-	-	-	-	EF1n	-	-	-	
4-8	4	4	1	-	4	-	-	F1s	-	-	-	F1s	EF1n	-	-	-	-	-	-	-	H1s	
5-8	1	-	-	-	1	-	-	-	F1s	-	-	-	-	-	-	-	-	-	-	-	-	
6-8	1	-	1	-	1	-	-	-	-	-	EF1s	-	-	-	-	-	-	-	-	-	-	
8-8	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
9-8	1	-	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
10-8	-	-	1	-	1	-	-	-	-	EF1w	-	-	-	-	-	-	-	-	-	-	-	
11-8	-	-	-	-	-	-	-	-	-	-	-	EF1n	-	-	-	-	-	-	-	-	-	
AIR	5	-	-	5	5	-	-	-	-	-	-	-	-	EF1n	-	-	-	-	-	EF1n	-	
SOVIET INITIAL FORCES					Game Turn:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
Order of Battle Option																						
	A&B	C	D																			
3-4	25	19	31			-	1	1	-	1	1	-	1	1	-	-	-	-	-	-	-	
5-5	7	6	10			1	-	-	1	-	-	1	-	-	-	-	-	-	-	-	-	
3-3	3	3	4			-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	
7-6	4	8	10			-	-	-	1	1	1	1	1	-	1	-	-	-	-	-	-	
9-6	2	5	6			-	-	-	-	-	-	-	-	1	1	2	-	-	-	-	-	
1-1	2	2	2			-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
AIR	6	6	6			-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
1942, Dates						19 20	21 22	23 24	25 26	27 28	29 30	1 2	3 4	5 6	7 8	9 10	11 12	13 14	15 16	17 18	19 20	

6 December Scenarios

7	18	19	20	21	Unit Type
	-	-	-	-	1-4
	-	-	-	-	1-5
	-	-	-	-	1-6
	-	-	-	-	2-6
	-	-	-	-	3-6
	H1s	H1s	-	H1s	3-5
	-	-	-	-	5-5
	-	-	-	-	6-5
	-	-	-	-	2-8
	-	-	-	-	3-8
	-	-	H1s	-	4-8
1s	-	-	-	-	5-8
	-	-	GH1s	-	6-8
F1n	-	-	-	-	8-8
	-	-	-	-	9-8
	-	-	-	-	10-8
	-	-	-	GH1n	11-8
	-	-	-	-	AIR
7	18	19	20	21	
	-	-	-	-	3-4
	-	-	-	-	5-5
	-	-	-	-	3-3
	-	-	-	-	7-6
	-	-	-	-	9-6
	-	-	-	-	1-1
	-	-	-	-	AIR
1	23	25	27	29	
2	24	26	28	30	

COMBAT RESULTS

Attacks at greater than 9-1 odds are reduced as a 9-1 attack; attacks at less than 1-3 odds are treated as a 1-3 attack.

Explanation of Results:

Ae= attacker eliminated; all units that were attacking are removed from the map, but not

units that were in the same hex as the attacking unit, but were not participating in the attack.

Ar= Attacker Retreats; all attacking units are moved one hex from their present position by the defender; units which must exceed

stacking limitations in retreating are eliminated instead. Units which must retreat through Enemy controlled hexes are eliminated instead. Enemy controlled hexes do not extend into hexes occupied by Friendly units for retreat purposes.

Br= Both retreat; defending units are first moved one hex by the attacker; then the attacker is retreated one hex by the defending Player. Units are eliminated if unable to retreat, as outlined in "Ar"

EX= Exchange; all defending units are removed from the map, and the attacker must remove Combat Strength Points equal to, or greater than, the defender's losses; the attacker chooses which units he loses first. Any remaining attacking units may advance into the vacated defender's hex (or hexes). All units in an exchange situation are treated as if their face value Combat Strength (the printed value) were being used, regardless of any effect taken into account for the odds computation (halving, etc.).

½EX= same as EX, except the attacker need only remove units equalling one-half (or more) of the defender's losses in terms of Combat Strength Point losses.

De= Defender Eliminated; all defending units are removed from the map. The attacker may advance into the vacated defender's hex (or hexes).

For **EX** and **½EX**, see Combat, Cases R and S.

STALINGRAD COMBAT RESULTS TABLE

Die	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	Die
-1	Ae	Ae	Ae	Ae	Ae	Ar	Ar	Ar	Br	Br	Br	-1
0	Ae	Ae	Ae	Ae	Ar	Ar	Br	Br	Br	Dr	Dr	0
1	Ae	Ae	Ae	Ae	Ar	Ar	Br	Br	Ex	Ex	½Ex	1
2	Ae	Ae	Ae	Ar	Ar	Br	Dr	Ex	Ex	½Ex	½Ex	2
3	Ae	Ae	Ar	Ar	Br	Dr	Ex	Ex	½Ex	½Ex	De	3
4	Ae	Ae	Ar	Br	Br	Dr	Ex	½Ex	½Ex	De	De	4
5	Ae	Ar	Br	Br	Dr	Ex	½Ex	½Ex	De	De	De	5
6	Ae	Ar	Br	Dr	Dr	Ex	½Ex	De	De	De	De	6
7	Ar	Dr	Dr	Dr	Ex	½Ex	De	De	De	De	De	7
8	Ar	Dr	Dr	Ex	Ex	½Ex	De	De	De	De	De	8

SEE SECTION: COMBAT (H) AND (G) FOR ADVANCING AFTER COMBAT