

Battle for Stalingrad

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[3.21] TERRAIN EFFECTS CHART

1	2	3	4	5	6	7
Terrain	German Cost ¹	Zone of Control extend into?	Effects on artillery and Air Points when firing into	Addition to die when conducting air attack, bombardment, or offensive fire into ²	Effect on Soviet Defensive fire if Soviet unit occupies ³	Effect on German Defensive fire if Soviet unit occupies
Clear	½	Yes	NA	0	NA	Double strength
Light Structure	1	No	NA	+1	-1 to die result	-1 to die result
Heavy Structure	2	No	½ Strength	+2	Double strength	NA
Fortified Structure^{4,5}	4	No	¼ Strength if Soviet occupied ½ Strength if German occupied	+3 if Soviet occupied +2 if German occupied	Triple strength	NA
Special Structure	2	No	NA	See Case 14.41	Double strength	NA
Hill	1	Yes	NA	0	-1 to die result	-1 to die result
Woods	2	No	NA	+1	-1 to die result	NA
Park	1	Yes	NA	+1	NA	-1 to die result
River	+1	NA	NA	NA	NA	NA
Road⁶	½	NA	NA	NA	NA	NA
Railroad	NA	NA	NA	NA	NA	NA

Notes:

(1) Soviet units are *not* moved in accordance with these Movement Point costs. Each Soviet unit expends *one* Movement Point per hex entered, regardless of terrain.

(2) If an Offensive Fire is being conducted, and at least one participating unit is an engineer unit, all these die roll additions are ignored.

(3) Applies only to Defensive Fire conducted by Soviet units under attack; Soviet artillery firing indirectly do not receive these benefits.

(4) Volga River Bank hexes (including the Ferry hexes) are considered fortified structure hexes for all game purposes. In addition, the stacking limit per Volga River Bank hex is two units.

(5) Mamayev Kurgan (hex 1726) is considered a Fortified structure hex.

(6) Roads do not cross rivers.

NA = Not Applicable or No Effect.

See Case 14.3 for a detailed explanation of this chart.

[3.22] COMBAT RESULTS TABLE

				Total Fire Strength or Air Points														
				4 or 5	6 or 7	8 or 9	10 or 11	12 thru 14	15 thru 17	18 thru 21	22 thru 25	26 thru 29	30 thru 35	36 thru 41	42 thru 49	50 thru 59	60 thru 71	72 or more
DIE	1	2	3															
0	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9
1	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	8	8
2	–	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	8
3	–	–	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7
4	–	–	–	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7
5	–	–	–	–	1	1	1	2	2	2	3	3	4	4	5	5	6	6
6	–	–	–	–	–	1	1	1	2	2	2	3	3	4	4	5	5	6
7	–	–	–	–	–	–	1	1	1	2	2	2	3	3	4	4	5	5
8	–	–	–	–	–	–	–	1	1	1	2	2	2	3	3	4	4	5
9	–	–	–	–	–	–	–	–	1	1	1	2	2	2	3	3	4	4

- = No Effect. # = Number of Enemy units eliminated (or Air Points lost, if an anti-air attack). Modified die roll results lower than 0 are treated as 0; higher than 9 are treated as 9. Use this table for all air attacks, anti-air attacks, bombardments, overruns, instant counterattacks and ground attacks.

[3.23] UNIT CAPABILITIES SUMMARY

INFANTRY

Air Attack: Receives benefits of columns 4 and 5 of the Terrain Effects Chart when attacked by Dive Bomber Air Points (see Case 5.43).

Overrun (German): Mechanized and motorized infantry may overrun.

Zone of Control (Soviet): Non-Guard infantry with a printed Fire Strength of "2" have no ZOC.

Fire Strength (German): Second Fire Strength used when conducting any type of fire into a heavy or fortified structure hex.

ENGINEER

Air Attack: Receives benefits of columns 4 and 5 of the Terrain Effects Chart when attacked by Dive Bomber Air Points.

Overrun (German): Armored engineers may overrun.

Ground Attack: Negates effect of column 5 of the Terrain Effects Chart if participating as an attacking unit.

ARMOR

Bombardment and Indirect Fire: Fire Strength of artillery quartered if firing into hex occupied solely by armor. Fire Strength of artillery halved if firing into hex occupied by armor and other unit types (however, see Cases 6.45 and 6.46).

Overrun (German): May overrun.

Overrun (Soviet): First Fire Strength doubled if attacked by German overrun.

Instant Counterattack: First Fire Strength always used.

Ground Attack: First Fire Strength used when firing into a clear terrain hex or when firing with infantry, engineer, reconnaissance or worker unit types in same stack.

Other (German): Second Fire Strength used to determine chance of replacement.

Other (Soviet): Replacement units received in Final Soviet Reaction Phase if Krasny Oktyabr Works and/or Tractor Factory occupied by worker units (see Cases 12.22 and 12.23).

ANTI-TANK

Overrun (Soviet): First Fire Strength tripled if attacked by German overrun.

Instant Counterattack: May not initiate.

Ground Attack: Same as armor (see above).

Other (German): Second Fire Strength used to determine chance of replacement.

RECONNAISSANCE

Overrun (German): May overrun.

ARTILLERY

Air Attack: Must be eliminated first if in hex attacked by Level Bomber Air Points.

Bombardment (German): Only method of attacking TVA.

Bombardment and Indirect Fire: Terrain in hex being fired into may reduce effectiveness as noted in columns 4 and 5 of the Terrain Effects Chart, unless adjacent to hex (however, see Case 6.5, Mortars).

Bombardment (Soviet): May only fire at hexes that fulfill requirements of Case 6.2.

Bombardment and Indirect Fire (Soviet): Units must be stacked with or adjacent to one another in order to combine Fire Strengths.

Indirect Fire (Soviet): May only fire at German units being fired upon by adjacent Soviet units.

Movement (German): May be deployed after moving, prior to attacking.

Overrun and Instant Counterattack: May not conduct indirect fire.

Overrun and Instant Counterattack (German): Only self-propelled artillery may initiate.

Ground Attack: May not fire indirectly when owning Player is defender in a surprise attack.

Breakthrough: Are not involved when participating in a ground attack that earns Breakthrough Points.

Breakthrough (Soviet): May not use Indirect Fire during a Soviet ground attack initiated with a Breakthrough Point.

Other (German): May not be replaced.

Other (Soviet): Fire Strength of all artillery halved if 2289 Ammo Depot not in play. Trans Volga Artillery has special abilities and restrictions (see Section 16.0).

FLAK

Air Attack: May conduct anti-air attacks any number of times. Fire Strength doubled if attacking Air Points are committed to hex the unit occupies.

Air Attack (Soviet): May conduct anti-air attacks in one hex only. May not conduct an anti-air attack if flipped over.

Bombardment: May bombard if unit possesses printed artillery range.

Overrun (Soviet): First Fire Strength doubled if attacked by German overrun.

Ground Attack: May conduct anti-air attack against Enemy Air Points committed to a ground attack.

MILITIA (Soviet only)

Bombardment: Does not satisfy first prerequisite for bombardment in Case 6.21.

Movement: May not move unless stacked with non-militia unit for duration of movement.

Overrun: Automatically eliminated if sole occupant of overrun hex.

Instant Counterattack: May not initiate.

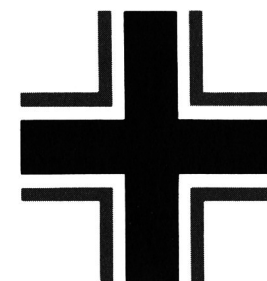
Zone of Control: Has none.

Ground Attack: May not initiate unless stacked with participating non-militia unit. Subtract one from attack type die roll if sole defender in Enemy ground attack.






Other: May not be moved by strategic withdrawal. Eliminated if out of supply and not stacked with non-militia unit. All eliminated if collapse is in effect.

Use this summary during play as a reminder of any special characteristics the major unit types may possess. These notes do not supercede the rules. Refer to them when questions arise. The following Soviet units are not included in this summary: Worker brigades (12.2), the Volga River Flotilla (12.3), pontoon battalions (12.4), survivors (6.7) and General Chuikov (11.3). See the appropriate case for details on these special units.






GERMAN DEPLOYMENT DISPLAY







29th Motorized Division

 6-2-24	 4-3-18	 8 10 12	 2-18	 2-24
× 4	× 7	× 2	× 3	× 1








14th Panzer Division (-)

 6-2-24	 5-4-18	 6-5-24	 8 10 18	 3-18
× 2	× 1	× 1	× 1	× 2






94th Infantry Division

 5-4-12	 8 10 12	 1-12	 2-1-12
× 9	× 1	× 3	× 1





24th Panzer Division

 6-2-24	 5-4-18	 6-5-24	 8 10 18	 3-18	 2-24	 3-1-18
× 6	× 2	× 2	× 2	× 3	× 1	× 1





71st Infantry Division

 5-4-12	 8 10 12	 1-12	 1-18	 2-1-12
× 9	× 1	× 3	× 1	× 1





295th Infantry Division

 5-4-12	 8 10 12	 1-12	 2-1-12
× 9	× 1	× 3	× 1






389th Infantry Division

 5-4-12	 8 10 12	 1-12	 2-1-12
× 9	× 1	× 3	× 1




60th Motorized Division (-)

 6-2-24	 4-3-18	 8 10 12	 2-18
× 2	× 3	× 1	× 1

16th Panzer Division (-)

 6-2-24	 5-4-18	 6-5-24	 8 10 18	 3-18
× 2	× 1	× 1	× 1	× 2

Independent

 8 18 8	 10 22 7	 12 12 6
× 2	× 1	× 1

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SOVIET DEPLOYMENT DISPLAY

