STRATEGY ADVICE FROM THE DESIGNERS

General Tips

As you can see, you're not going to have the same constant and sizable reinforcements you're used to in other *Axis & Allies* games. Some battles will last for several rounds, especially where both sides send in reinforcements. A defense in depth, even with single units, will often stall the enemy from getting to where you don't want them to be.

Your base airfield should be the one you use the most, as your air units are safe there. You can't buy new air units, so your first instinct is going to be to protect them at all costs. However, when winter arrives in the second half of the game, they will have only sporadic usefulness. Better to risk them in the mid-game than have them do nothing.

Move infantry into Ambush Sites **before** the enemy moves into the connected zones. Otherwise, you'll miss out on a shot at them. If a single enemy unit is trying to capture a connected empty zone, a hit will prevent its capture.

Don't underestimate the value of being in supply, and cutting off the enemy from their supply. A -1 penalty to ATK and DEF might seem manageable, but in larger engagements it can be fatal.

The *Operation Uranus* tips typically also apply to the second half of the *Race to Stalingrad* scenario. Read them now so you understand how things might change halfway through the longer scenario.

Tips for the Axis

Capture and occupy RP zones as soon as possible to maximize your Operation Winter Storm forces. But if your plan is to capture the entire city for a Total Victory, you don't care about RPs for Operation Winter Storm and should keep your forces on the move. Hopefully the game will be over by then! If you stall out on your way to a Total Victory, it will take some effort to get into a defensive posture, so don't overextend your forces if you aren't on a hot streak.

Land your fighters at Pitomnik the round after you take it. They will strengthen your defenses there greatly when they can fly. Bombers should fly *Air Transport* during bad weather. When things get desperate, land both at Pitomnik to use as casualties to keep the forces that can fire alive longer.

Keep the Soviets away from your Operation Winter Storm deployment zones in the south. Otherwise, your push to reopen your supply lines will be greatly delayed.

Race to Stalingrad

Be careful when attacking into Soviet deployment zones. While you have units present in them, the Soviets can deploy multiple units there. You'd rather fight the Soviets inside the city, after your infantry has doubled itself with their *Force Multiplier.*

At the city gates, keep a few infantry alive, even if that means losing more costly units. You'll need those extra bodies to capture and occupy the Stalingrad RP zones, so you can get a large relief force going.

It's never too early to start thinking about how you will defend against Operation Uranus and keep your supply lines open.

Operation Uranus

If the Soviet counter-offensive blows through your flanks, you might need to retreat some units from the city to keep your supply lines open. A few extra RPs are not worth allowing Pitomnik to be captured. Exiting infantry from the City Board is a force reduction (2 become 1), but without supply, they won't have any attacking power. If you decide to stay in the city despite being cut off, Ambush Sites and fortified zones are your best bets.

Tips for the Allies

Attack the enemy at the city gates where you can. Every infantry you destroy outside the city is like destroying 2 infantry. However, your defenses are much stronger inside the city with fortified zones and Ambush Sites.

Protect your rocket launchers using artillery, for their *Air Defense* ability. However, in a pinch, any unit will do, otherwise rocket launchers make for easy targets, as they cannot defend themselves.

Race to Stalingrad

The earlier you can get infantry across the Volga and into the city, the better. If losing a landing zone is likely, avoid putting new infantry onto that ferry, as it must land next round and will be promptly destroyed.

It will be virtually impossible to protect the entire city. You could defend every zone to minimize RPCs for the Axis, but you won't do much damage to them. Or you could pull back into the fortified zones and Ambush Sites, giving up lots of RPCs, but you'll whittle the invaders down while you bring in reinforcements that they can't match.

If the city is in danger of falling in 2-3 rounds, or if the Axis has left very few defenders on their flanks, consider launching Operation Uranus early, but rarely before round 6. Once you launch, you get no more Operation Uranus card draws.

Keep the Axis away from your Operation Uranus deployment zones (especially in the southeast), or your push to cut their supply lines will be greatly delayed.

Operation Uranus

Your counter-offensive forces in the north need mobility, as there is a lot of ground to cover. Blitzing units are the best way to cut the Axis supply lines quickly. If you wish to attack into the white or gray zones in the city, attack into the landing zones first. A ferry or ice bridge there keeps your attackers in supply. The other zones in the sector can't trace a line of supply across the Volga until you capture the landing zone.

Don't be too aggressive in the city on your first turn. If you lose a zone, you'll likely also lose an ambusher. Pavlov's House is your only supply line across the Volga, so protect it.

Axis & Allies®

RULEBOOK

STALINGRAD

DESIGNER NOTES

Stalingrad was *the* turning point of WWII. It was a titanic clash between the undefeated Germans and the ill-prepared Soviets. The Soviet commanders were largely inexperienced (due to purges in the 1930s), and none of these new generals were going to disobey Stalin's orders to hold every inch of ground. When Hitler turned his sights on Stalingrad instead of following the Case Blue plan, the stage was set for the utter destruction of one large city and two massive armies. After Stalingrad, the myth of the invincible German army was shattered, and the Wehrmacht was largely on the defensive for the remainder of the war.

During an early brainstorming session with Larry Harris (the original creator of *Axis & Allies*), he asked, "What do you think of using the D-Day combat system?" It made perfect sense! Stalingrad often saw the kind of prolonged engagements that the "one round of combat" style produces, and the fighting in the city was notoriously close-quarters, where neither side could disengage. We borrowed a few more things from *D-Day*: contested zones, stacking limits (8 per side everywhere!), artillery as air defense, and order cards. Order cards are easy to follow and make it impossible to forget even the smallest of rules or the timing of abilities and events.

Supply was a huge issue for both sides at Stalingrad. But in keeping with the easy theme, this game uses supply lines instead of a constant need for supply tokens as seen in *North Africa*. In that game, each power typically fought 1-3 small combats per round, so there was time left over to truck supplies to the front. Here, you'll be in command of huge armies (at least at the start), and could be fighting a dozen combats in the early rounds. Near the end of the game, there will often be few units remaining, but you can imagine dozens of divisions reduced to mere company size scattered about, just trying to survive the hardships of winter.

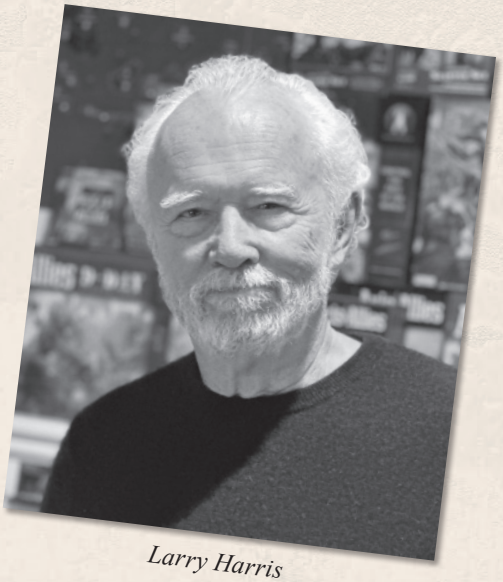
Those who have read any book or seen any movie about Stalingrad can typically tick off several points about the battle:

- Snipers prowled the city, with some becoming famous for their high kill counts.
- The factories in the city kept producing while street fighting raged around them.
- The Soviets barely held the city, and had to bring reinforcements in via ferry.
- When winter arrived, the bad weather created deprivations on both sides, but the Soviets were more prepared for it.
- A massive Soviet counter-offensive surrounded the Axis army, which eventually surrendered after failed attempts to supply and relieve them.

With these in mind, you have some idea of what to expect of this campaign game. I must thank Larry Harris for his help and guidance on this project. He drew the first playtest map, suggested the map colors, and provided sage advice at every turn. He wants this game to be "the cornerstone of everyone's *Axis & Allies* collection," and I hope we have come close to that.

– Matt Hyra

Matt Hyra



Larry Harris

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Watch LEARN & PLAY https://renegadegamestudios.com/learn-stalingrad

GAME COMPONENTS

Game Boards

1 Region Board

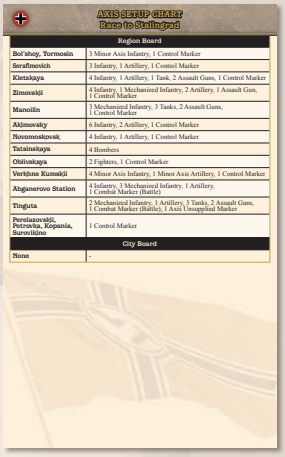
1 City Board

Game Charts/Aids

2 Reference Charts (double-sided)
2 Setup Charts (double-sided)
1 Battle Board

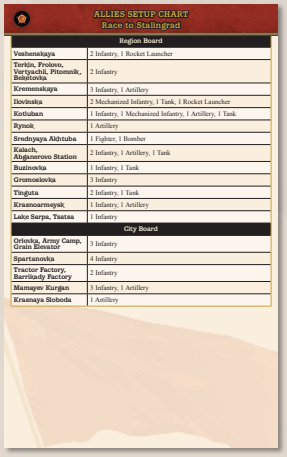
AXIS REFERENCE CHART

Germany					
	Unit/Token Type	Cost	ATK	DEF	Move	Unit Characteristics/Notes
	Supply	-	-	-	-	Cannot be requisitioned.
	Infantry	3	1	2	1	Can Enter Ambush Sites; Force Multiplier
	Minor Axis Infantry	3	1	2	1	Can Enter Ambush Sites
	Mechanized Infantry	4	1	2	2	Blitz; Road Movement; Force Multiplier
	Artillery	4	2	2	1	Air Defense
	Tank	6	3	3	2	Blitz; Road Movement
	Assault Gun	5	2	3	2	Targeted Fire - Tanks
	Fighter	-	3	4	∞	Limited Bad Weather Operations; Targeted Fire - Air Units
	Bomber	-	3	1	∞	Air Transport; Assault Aircraft; Limited Bad Weather Operations; Targeted Attack - Land Units



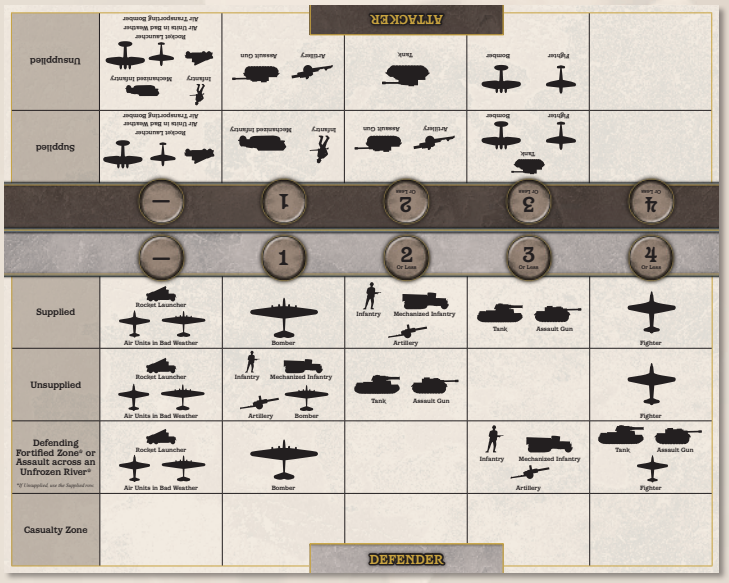
AXIS SETUP CHART
Race to Stalingrad

Region Board	
Bol'shoy, Tormosin	3 Minor Axis Infantry, 1 Control Marker
Serafimovich	3 Infantry, 1 Artillery, 1 Control Marker
Kletskaya	4 Infantry, 1 Artillery, 1 Tank, 2 Assault Guns, 1 Control Marker
Zimovskiy	4 Infantry, 1 Mechanized Infantry, 2 Artillery, 1 Assault Gun, 1 Control Marker
Manoilin	3 Mechanized Infantry, 3 Tanks, 2 Assault Guns, 1 Control Marker
Akjmovsky	6 Infantry, 2 Artillery, 1 Control Marker
Novomoskovsk	4 Infantry, 1 Artillery, 1 Control Marker
Tatsinskaya	4 Bombers
Obliskaya	2 Fighters, 1 Control Marker
Verkhne Kumskii	4 Minor Axis Infantry, 1 Minor Axis Artillery, 1 Control Marker
Abganerovo Station	4 Infantry, 3 Mechanized Infantry, 1 Artillery, 1 Control Marker (Battle)
Tinguta	2 Mechanized Infantry, 1 Artillery, 3 Tanks, 2 Assault Guns, 1 Combat Marker (Battle), 1 Axis Unsupplied Marker
Perelazovskii, Petrovka, Kopania, Surovikino	1 Control Marker
City Board	
None	-



ALLIES SETUP CHART
Race to Stalingrad

Region Board	
Vesheneskaya	2 Infantry, 1 Rocket Launcher
Terkin, Frolovo, Vertyachii, Pitomnik, Bekketovka	2 Infantry
Kremenskaya	3 Infantry, 1 Artillery
Iloviniska	2 Mechanized Infantry, 1 Tank, 1 Rocket Launcher
Kotluban	1 Infantry, 1 Mechanized Infantry, 1 Artillery, 1 Tank
Rynok	1 Artillery
Srednyaya Akhtuba	1 Fighter, 1 Bomber
Kalach, Abganerovo Station	2 Infantry, 1 Artillery, 1 Tank
Buzinovka	1 Infantry, 1 Tank
Gromoslovka	3 Infantry
Tinguta	2 Infantry, 1 Tank
Krasnoarmeysk	1 Infantry, 1 Artillery
Lake Sarpa, Tsatsa	1 Infantry
City Board	
Orlovka, Army Camp, Grain Elevator	3 Infantry
Spartanovka	4 Infantry
Tractor Factory, Barrikady Factory	2 Infantry
Mamayev Kurgan	3 Infantry, 1 Artillery
Krasnaya Sloboda	1 Artillery



ATTACKER

	1	2 Or Less	3 Or Less	4 Or Less
Supplied	Rocket Launcher, Air Units in Bad Weather	Bomber	Infantry, Mechanized Infantry, Artillery	Tank, Assault Gun	Fighter
Unsupplied	Rocket Launcher, Air Units in Bad Weather	Infantry, Mechanized Infantry, Artillery, Bomber	Tank, Assault Gun	Fighter
Defending Fortified Zone* or Assault across an Unfrozen River*	Rocket Launcher, Air Units in Bad Weather	Bomber	Infantry, Mechanized Infantry, Artillery	Tank, Assault Gun, Fighter
Casualty Zone				

*If Unsupplied, use the Supplied row.

DEFENDER

Markers and Tokens

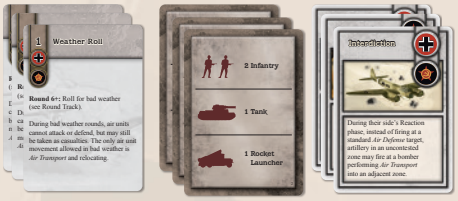
55 Axis Control Markers
18 Supply Tokens
15 Combat Markers
2 Stalingrad Factory Tokens
1 Operation Winter Storm Marker
1 Round Tracking Marker
12 Unsupplied Markers
9 Frozen Markers
3 Ferry/Ice Bridge Tokens

Dice and Plastic Chips

50 Gray Chips
15 Green Chips
8 Dice

Cards

14 Order Cards
14 Operation Uranus Cards
5 Optional Rules Cards



Reinforcement Point Certificates

15 Ones
10 Fives
5 Tens

Plastic Miniatures

151 Total

Germany	24 Infantry	6 Mechanized Infantry	10 Artillery	10 Tanks	8 Assault Guns	4 Fighters	6 Bombers
Soviet Union	28 Infantry	6 Mechanized Infantry	10 Artillery	10 Tanks	8 Rocket Launchers	5 Fighters	5 Bombers
Minor Axis	8 Infantry	3 Artillery					

HOW THIS GAME IS DIFFERENT FROM OTHER AXIS & ALLIES GAMES

1. This game uses order cards, stacking limits, contested zones, and single-round combat, all of which were first seen in *Axis & Allies: D-Day.*
2. This game features two boards, with one being a "zoom in" of a section of the other, with movement between the two boards being possible. Try to familiarize yourself with the various adjacent zones before your first game.
3. The stacking limit in each zone is **8 land units per side**. Air units do not count towards this limit, but, when landing, there is a limit of 4 air units per airfield zone.
4. Each zone is always controlled by one side or the other. Unlike in previous *Axis & Allies* games in which land units from both sides can coexist in the same space (*Axis & Allies: D-Day* and *Axis & Allies: WWI 1914*), in this game each zone is always controlled by one side or the other, and all land units belonging to the controlling side must be eliminated before control changes.
5. There are no industrial complexes. Reinforcements come from order cards and from collecting and spending Reinforcement Point Certificates (RPCs). Most Reinforcement Points (RPs) come from the control of zones in Stalingrad. There are also some RP zones in the northern Don region.
6. The Axis forces were mostly all in-theater from the start of the campaign, and large-scale reinforcements were not made available until after the Soviet counter-offensive (Operation Uranus) gained ground. As a result, the Axis may collect RPCs throughout the game, but may not spend them until that point. However, the Axis receives replacement infantry and supply tokens from order cards during certain rounds.
7. The Allies can spend their meager RPCs as soon as they collect them, but will gather larger forces for a counter-offensive via Operation Uranus cards.

HOW THE CAMPAIGN IS WON

Two players can play ***Axis & Allies: Stalingrad***. One player takes the side of the Axis (Germany and several Minor Axis countries, predominantly Romania), who are trying to capture the city of Stalingrad, and the other player takes the side of the Allies (the Soviet Union), who are trying to protect the city and destroy the Axis army.

You will maneuver and command army corps and air wings. Your opponent will bring their forces against you. The more strategic zones you hold, the more powerful you become.

Scenarios

Race to Stalingrad is a 13-round scenario that commences on August 21, 1942, with Paulus' 6th Army crossing the Don River. Historically, their intent was to push on to the Volga River to cut off supplies reaching the city, and then turn their sights on the city itself. Meanwhile, the 4th Panzer Army was pushing towards the city from the south and was already engaged in battle. The Red Army's defensive lines were collapsing everywhere, and both sides were confident that the city would fall in a matter of weeks.

This scenario is the full experience, allowing the Allies player to launch Operation Uranus when they choose to.

Operation Uranus is a shorter 7-round scenario that begins on November 19, 1942, with a hard strike on the Axis flanks by dozens of Soviet divisions that had been assembling for months. Historically, with 90% of the city in German hands, the Soviets barely held on, but fought back valiantly to hold onto their dear leader's namesake city.

This shorter scenario begins with the Soviet counter-offensive, and largely puts the Axis on the defensive... until General Manstein arrives during Operation Winter Storm.

Victory Conditions

Total Victory can be achieved at the end of any round. Major and Minor Victories are only achieved at the end of the game. These victory conditions are the same for both scenarios.

Axis Total Victory: At the end of any round, control **all** RP zones on the City Board and maintain a supply line into **at least one** RP zone on the City Board.

Axis Major Victory: At the end of the game, control **at least one** RP zone on the City Board and maintain a supply line into that zone.

Allies Total Victory: At the end of any round, control Pitomnik, Vertyachii, and Rynok, and control or contest **all** zones west of the Don River (the tan area of the Region Board).

Allies Major Victory: At the end of the game, control Pitomnik, Vertyachii, Rynok, and **all six** fortified zones on the City Board.

Axis/Allies Minor Victory: If neither side can claim a Total or Major Victory at the end of the game, the side controlling Pitomnik achieves a Minor Victory.

SETUP

Once you have decided which scenario to play and who will play which side, set up the game for play. It contains the following components.

Two Game Boards

The Region Board mostly shows the Soviet territory west of Stalingrad, dominated by the Don River, which runs across the top of the board and then turns south. Stalingrad would be a single, tiny zone on the Region Board, so we have instead given the city its own board! Place these boards side by side in the middle of the playing surface, with the City Board to the right of the Region Board.

Round Tracking Marker

The Round Track is located in the lower right corner of the City Board. Place the Round Tracking Marker on the round indicated by the rules for the scenario that you're playing.

Operation Winter Storm Marker

This marker lets players know when the Axis relief effort from the south will arrive. The scenario-specific setup rules on page 9 tell you where to place it on the Round Track.

Frozen Markers

When there is bad weather, a Frozen Marker is placed on that round number on the Round Track. Air units have limited operations during bad weather rounds. Place these markers next to the Round Track.

Unit Reference Charts

Take a Unit Reference Chart. It lists all of the unit types (Axis on one side, Allies on the other), detailing their unit statistics, costs, and characteristics.

ALLIES REFERENCE CHART

Soviet Union					
Unit/Token Type	Cost	ATK	DEF	Move	Unit Characteristics/Notes
Supply	1	-	-	-	Can be deployed at reinforcement entry zones or zones containing friendly airfields.
Ferry	1	-	-	-	Can transport Soviet infantry and supply tokens west across the Volga River, and acts as a supply line across the river.
Infantry	3	1	2	1	Can Enter Ambush Sites
Mechanized Infantry	4	1	2	2	Blitz; Road Movement
Artillery	4	2	2	1	Air Defense
Tank	6	3	3	2	Blitz; Road Movement
Rocket Launcher	2	-	-	2	Bombardment; No Combat Value; Rear Echelon
Fighter	-	3	4	∞	Limited Bad Weather Operations; Targeted Fire - Air Units
Bomber	-	3	1	∞	Air Transport; Assault Aircraft; Limited Bad Weather Operations; Targeted Attack - Land Units

AXIS REFERENCE CHART

Germany					
Unit/Token Type	Cost	ATK	DEF	Move	Unit Characteristics/Notes
Supply	-	-	-	-	Cannot be requisitioned.
Infantry	3	1	2	1	Can Enter Ambush Sites; Force Multiplier
Minor Axis Infantry	3	1	2	1	Can Enter Ambush Sites
Mechanized Infantry	4	1	2	2	Blitz; Road Movement; Force Multiplier
Artillery	4	2	2	1	Air Defense
Tank	6	3	3	2	Blitz; Road Movement
Assault Gun	5	2	3	2	Targeted Fire - Tanks
Fighter	-	3	4	∞	Limited Bad Weather Operations; Targeted Fire - Air Units
Bomber	-	3	1	∞	Air Transport; Assault Aircraft; Limited Bad Weather Operations; Targeted Attack - Land Units

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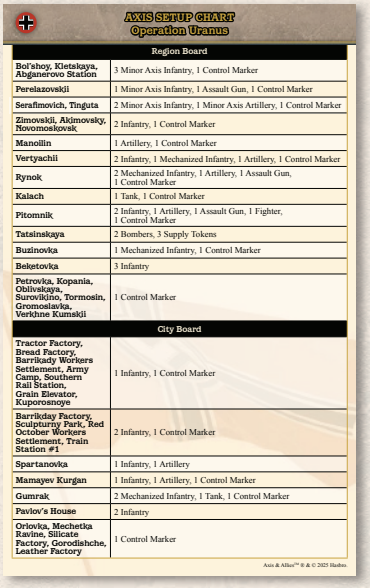
Setup Charts

Take the Setup Chart for your side. It shows the name of the side, its units' color, and its emblem. It also lists the starting quantities and locations of that side's units on the game boards. The *Race to Stalingrad* scenario is on one side, while the *Operation Uranus* scenario is on the other. Be sure that both players are referencing the same scenario.

Once your units are on the boards (see next page), you may return your Setup Chart to the box.

Note: Minor Axis units are identified as such. All other Axis units are German.



AXIS SETUP CHART
Operation Uranus

Region Board	
Bol'shoy, Kletskaya, Abganerovo Station	3 Minor Axis Infantry, 1 Control Marker
Perelazovskji	1 Minor Axis Infantry, 1 Assault Gun, 1 Control Marker
Serafimovich, Tinguta	2 Minor Axis Infantry, 1 Minor Axis Artillery, 1 Control Marker
Zimovskji, Akjimovsky, Novomoskovsk	2 Infantry, 1 Control Marker
Manoilin	1 Artillery, 1 Control Marker
Vertyachii	2 Infantry, 1 Mechanized Infantry, 1 Artillery, 1 Control Marker
Rynok	2 Mechanized Infantry, 1 Artillery, 1 Assault Gun, 1 Control Marker
Kalach	1 Tank, 1 Control Marker
Pitomnik	2 Infantry, 1 Artillery, 1 Assault Gun, 1 Fighter, 1 Control Marker
Tatsinskaya	2 Bombers, 3 Supply Tokens
Buzinovka	1 Mechanized Infantry, 1 Control Marker
Beketovka	3 Infantry
Petrovka, Kopania, Oblivskaya, Surovikino, Tormosin, Gromoslavka, Verkhne Kumskji	1 Control Marker
City Board	
Tractor Factory, Bread Factory, Barrikady Workers Settlement, Army Camp, Southern Rail Station, Grain Elevator, Kuporosnoye	1 Infantry, 1 Control Marker
Barrikday Factory, Sculpturny Park, Red October Workers Settlement, Train Station #1	2 Infantry, 1 Control Marker
Spartanovka	1 Infantry, 1 Artillery
Mamayev Kurgan	1 Infantry, 1 Artillery, 1 Control Marker
Gumrak	2 Mechanized Infantry, 1 Tank, 1 Control Marker
Pavlov's House	2 Infantry
Oriovka, Mechetka Ravine, Silicate Factory, Gorodishche, Leather Factory	1 Control Marker

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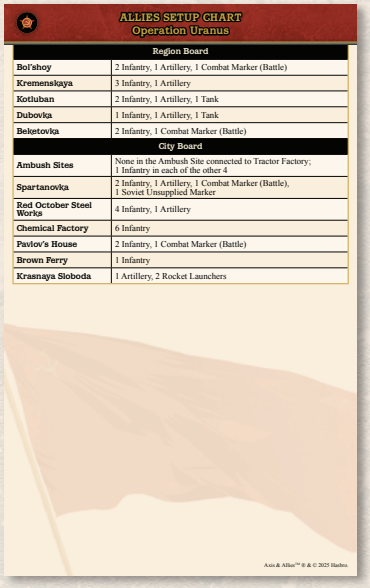

ALLIES SETUP CHART
Operation Uranus

Region Board	
Bol'shoy	2 Infantry, 1 Artillery, 1 Combat Marker (Battle)
Kremenskaya	3 Infantry, 1 Artillery
Kotluban	2 Infantry, 1 Artillery, 1 Tank
Dubovka	1 Infantry, 1 Artillery, 1 Tank
Beketovka	2 Infantry, 1 Combat Marker (Battle)
City Board	
Ambush Sites	None in the Ambush Site connected to Tractor Factory; 1 Infantry in each of the other 4
Spartanovka	2 Infantry, 1 Artillery, 1 Combat Marker (Battle), 1 Soviet Unsupplied Marker
Red October Steel Works	4 Infantry, 1 Artillery
Chemical Factory	6 Infantry
Pavlov's House	2 Infantry, 1 Combat Marker (Battle)
Brown Ferry	1 Infantry
Krasnaya Sloboda	1 Artillery, 2 Rocket Launchers

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Control Markers

Control Markers are used to indicate control of zones in the game. Only the Axis uses these, as the default control is Allies, being that the entire campaign takes place on Soviet soil. So, if a zone has no Control Marker, the Allies control it. Place all of the Control Markers that start on the game boards, as listed in the Axis Setup Chart. Place the rest in a general resource pool beside the game boards.

Reinforcement Point Certificates

These certificates are the "money" of the game, representing earned Reinforcement Points. During the game, each player will collect RPCs as "income" from zones that they control and spend them to requisition reinforcements. Place these in a general resource pool beside the game boards.

Ferry/Ice Bridge Tokens

Ferries and ice bridges allow Allied supply tokens and certain units to cross the Volga River. Ferries and ice bridges also provide a supply line to their sector in the city of Stalingrad. The scenario-specific setup rules tell you which ferries to place on the river. Place the rest, if any, in a general resource pool beside the game boards.

Unsupplied Markers

These square markers are double-sided, showing the Axis emblem on one side and the Soviet emblem on the other. When a force is not supplied, place an Unsupplied Marker in that zone, with the appropriate side facing up. Place all of these markers that start on the game boards as listed on the Setup Charts. Place the remaining markers in a general resource pool beside the game boards.

Supply Tokens

These double-sided tokens show the Axis emblem on one side and the Soviet emblem on the other. They are typically emergency supply, as the main method of supply is via supply lines (see "Supply Lines," page 12). Place 7 of these tokens, Axis side facing up, in a resource pool in front of the Axis player (any additional tokens must be captured from the Allies). Place the rest, Soviet side facing up, in a resource pool in front of the Allies player.

Combat Markers

These markers are used to mark where combat will take place. They are double-sided, with "Assault" on one side, and "Battle" on the other. Place all of these markers that start the game on the game boards as listed on the Setup Charts. Place the remaining markers in a general resource pool beside the game boards.

Combat Forces

Take the plastic miniatures that represent your side's combat units. German units are black, Minor Axis units are yellow, and Soviet units are burgundy. Place all of your side's starting units on the game boards as listed on your side's Setup Chart. Place the rest in your unit pool in front of you.

Plastic Chips

Place chips under units to save space in crowded zones. Gray chips represent one unit each, and green chips represent three units each. If the Axis player wanted to place 5 German infantry in a zone, they would stack one green chip for 3, one gray chip for 1, and place a German infantry piece on top of the two chips. Any chips not currently in use should be placed in a general resource pool beside the game boards.

Component Limits

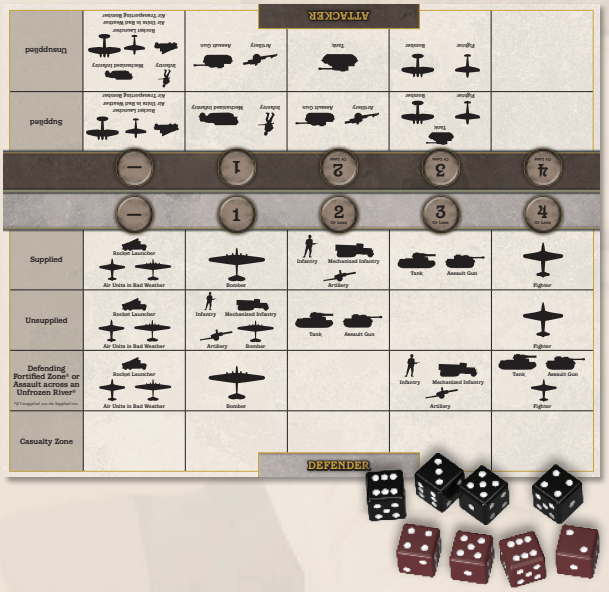
All components are limited in one way or another by those provided.

All combat units may be represented by chips, but the number of stacks and the chips themselves are limited to those components supplied. As a result, the total number of such units available is limited by the combination of plastic pieces and chips.

Any component that is removed from the board for any reason is returned to its respective pool for possible reuse later.

Battle Board and Dice

The battle board and dice are used to resolve combat in contested spaces. Place them beside the game boards, within reach of both players.



Order Cards

This deck of 14 order cards controls the flow of the game. Arrange them all face up in sequence number order (with card #1 on top) to form the order cards deck, and then place it in the Order Cards space on the Region Board.

Operation Uranus Cards

This deck of 14 cards depicts Soviet reinforcement units which will arrive when Operation Uranus is launched. Shuffle this deck and place it face down next to the Soviet unit pool. The card number in the lower right corner is only for use in player-designed custom scenarios.

Scenario-Specific Setup

Based on the scenario chosen, the following additional setup is necessary:

Race to Stalingrad

1. Place the Round Tracking Marker on round 1 of the Round Track.
2. Place the Operation Winter Storm Marker next to the Round Track.
3. On the City Board, place the tank factory token in Tractor Factory and the artillery factory token in Barrikady Factory. Place both with the factory side up.
4. Place all 3 ferries onto the dashed lines of the Volga River crossings on the City Board. Match the color of each ferry to the color of its landing sector.

Operation Uranus

1. Place the Round Tracking Marker on round 7 of the Round Track.
2. Place the Operation Winter Storm Marker on round 10 of the Round Track.
3. Place a Frozen Marker on round 6 of the Round Track, and another Frozen Marker somewhere on the upper Don River as a reminder that it is frozen.
4. **Axis Player:** Take 40 RPCs, which can be spent (along with those collected during the game) when Operation Winter Storm commences and/or in any round thereafter.
5. Place the brown ferry on the middle dashed line of the Volga River crossings on the City Board.
6. Place the other two ferries near the Soviet unit pool.
7. Discard order cards #1 – #6, one at a time, face down into the Discard pile on the Region Board. The Axis half of round 7 is skipped so that the game begins with the Soviet counter-offensive.
8. Remove order cards #7 and #8 from the deck and place them back into the box. Card #9 should now be the top card of the order card deck.
9. **Allies Player:** Draw 5 Operation Uranus cards, look at them, and then choose to place them all either in the northwest or in the southeast of the Region Board. Then draw another 5 and place them in the location you did not choose for the first 5. Deploy these units immediately (see "Deploying Operation Uranus Forces," page 25).

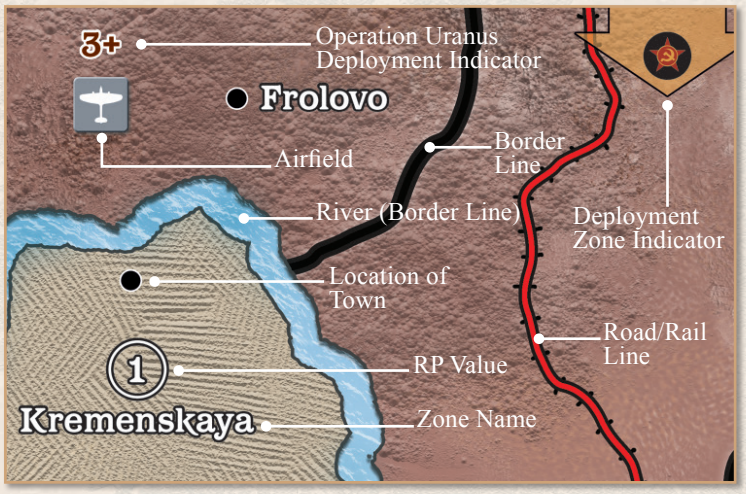
SPACES ON THE GAME BOARDS

Each game board is divided by black border lines into zones. Rivers also serve as border lines between the zones on either side of them. Zones that share a common border are adjacent to one another (Barrikady Workers Settlement and Red October Steel Works on the City Board are not adjacent to one another).

The City Board is a "zoom in" of a section within the Region Board (the black rectangle labeled "STALINGRAD" near the eastern edge of the board), and is accessed only from three specific zones adjacent to the city. The zones on the City Board west of the Volga are grouped into three sectors, indicated by different colors. The Region Board zones that are adjacent to the city (to the north and west) can be easily identified, as their color gradually shifts to match that of the sector of the adjacent City Board zone(s). Additionally, there is text running along the City Board edges to remind players of which Region Board zone each zone on the northern and western edge of the City Board is adjacent to.

Zones

Units can move between adjacent zones. Units on the same side can freely share zones with one another.



Important zones have a Reinforcement Point (RP) value of 1 or 2 printed in white text and circled. Each of these zones, most of which are found in the city, generates that number of RPs each round for its controller. Most zones have no RP value.

Each zone has a land unit stacking limit of 8. This limits the total number of land units that **each side** can have in the zone to 8.

Each zone is always controlled by either one side or the other. Zones controlled by the Axis have a Control Marker placed in them, while zones controlled by the Allies have no marker. Initial control of zones is indicated in the setup of each scenario. Once a side controls a zone, it doesn't have to keep units in it to maintain control, as control can change only as a result of combat.

All zones exist in two sets of conditions relative to each side:

- **Contested:** A zone that contains a Combat Marker;
- **Uncontested:** A zone that does not contain a Combat Marker;

  - AND -
- **Friendly:** A zone you control, **contested or not;**
- **Hostile:** A zone you do not control.

Note that even though a zone is controlled by one side, it may contain land units owned by the other side. When a zone contains units (not supply tokens) owned by a side, it is said to be "occupied" by that side, whether or not that side controls it.

Base Zones: Tatsinskaya and Srednyaya Akhtuba are both restricted base zones for the Axis and the Allies, respectively. They are both a little further away than their placement on the Region Board would imply. Only friendly air units and supply tokens may enter a base zone. Base zones cannot be attacked by any unit.

Fortified Zones: A pillbox icon represents a zone containing hardened factory facilities, fortified buildings, and defensive earthworks. If a zone you control has a pillbox icon, your land units gain a bonus during combats in which they are defending.

Airfields

There are a limited number of airfields on the boards. Air units can only land in zones containing airfields. Air units do not count towards the stacking limit of a zone, but each airfield can hold a maximum of 4 air units.

Roads and Rail Lines

Roads and rail lines are indicated on the game boards by red lines running through and between the zones. These allow certain land units to move further than normal and are used to determine whether units are supplied (see "Supply Lines," page 12).

Historical Footnote: *Railroads were the main way that the Soviets moved war materiel over the vast distances of the country. However, the rail lines were mostly unusable at or near the front lines. Most of them had roads running alongside them, which could still be used.*

Rivers

Two rivers loom large over the region: the Don River, on the Region Board, and the Volga River, which crosses both boards. All units can cross the smaller Don River at any location, but attacking across it is more dangerous. The Volga River is larger, and zones on opposite sides of it are not considered to be adjacent for the purpose of land unit movement, so it can be crossed (on the City Board only) by Soviet land units and supply tokens only via ferry when it is flowing, and via ice bridges once frozen. The Volga River may not be crossed by Axis land units.

Volga Crossings

Thinking that Stalingrad was going to fall in mere weeks, the Soviets destroyed the bridges over the Volga, hoping to stop the Axis juggernaut. Ferries, and eventually traversing the frozen river, became the only way to (inefficiently) keep the city reinforced and supplied. (See "Ferries" and "Frozen Rivers" on the next page and "City Board Supply Lines" on page 13.)

Lakes

The lakes on the southeast corner of the Region Board are impassable, so Lake Sarpa and Beketovka are not adjacent to one another for any purpose.

ORDER OF PLAY

Axis & Allies: Stalingrad is played in a series of rounds. A round consists of one pass through the order card deck, culminating in a check for victory on the final card (#14).

Order Cards

The order cards drive the sequence of play. They break each round into distinct phases. During any given phase, typically only one side is active. The order cards are:

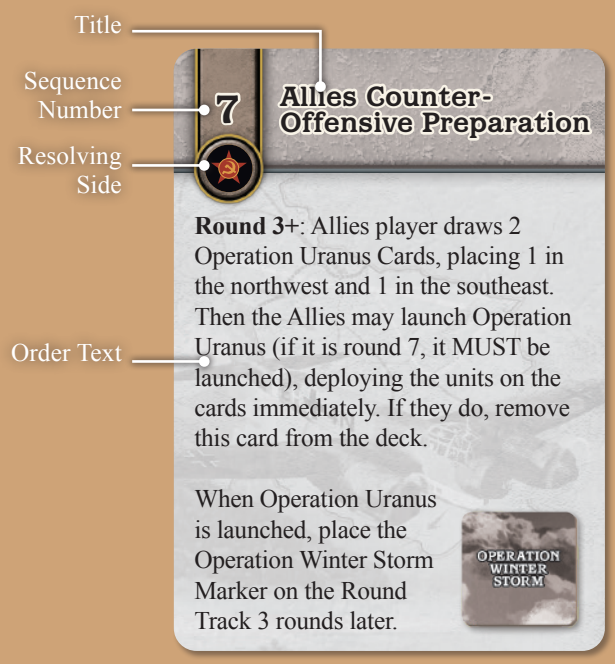
1. **Weather Roll**
2. **Axis Reinforcement**
3. **Axis Movement**
4. **Allies Reaction**
5. **Axis Attack**
6. **Axis Air Unit Landing**
7. **Allies Counter-Offensive Preparation**
8. **Heroic Workers of Stalingrad**
9. **Allies Reinforcement**
10. **Allies Movement**
11. **Axis Reaction**
12. **Allies Attack**
13. **Allies Air Unit Landing**
14. **End of Round**

During each round of play, follow the instructions on the order cards, one at a time from the lowest sequence number to the highest, placing each card face down into the Discard pile after it is resolved. Note that some instructions apply only to specific rounds of the game. When you resolve card #14, check for victory. If neither side has won the game, the round is over; discard card #14, then flip the discard pile over and begin a new round of play.

As the game progresses, certain order cards will be removed from the deck, as they become no longer necessary, and that phase will be skipped from then on. For example, order card #7, Allies Counter-Offensive Preparation, allows the Soviets to prepare for Operation Uranus, so once it is launched the card is no longer relevant.

How to Read an Order Card

The top of each order card features the name of the card and an emblem to indicate the side that must resolve the card. However, cards that result in combat involve both players. The bottom of the card describes the actions to be taken in that phase, in the indicated order. These actions are described in detail in "Appendix 1: Order Cards" on page 24.



Ferries

Each of the 3 ferries matches the color of one sector in the city and may only be deployed at the corresponding Volga ferry crossing. Ferries cannot move. Ferries can be destroyed (see “Attacking Volga Crossings,” page 19). If destroyed, a replacement ferry may be requisitioned and redeployed.

As long as a ferry is in place at a crossing, it allows Soviet infantry and supply tokens to cross the Volga (see “Movement Across the Volga,” page 16) and also serves as part of a supply line (see “Supply Lines,” page 12) for Soviet units in the matching sector of the City Board (see “City Board Supply Lines,” page 13).

Frozen Rivers

The first time that bad weather occurs (see “Card #1: Weather Roll,” page 24), the Don River freezes. In the *Operation Uranus* scenario, the river is already frozen (with a Frozen Marker on round 6 as a reminder). The second time bad weather occurs, the Volga River freezes.

Rivers do not “unfreeze” when there is no bad weather. Once frozen, they stay frozen for the duration of the game.

Ice Bridges

When the Volga River freezes, place any of the 3 ferries that are not already there on the City Board, and then flip them all over to the frozen river side (which we call “ice bridges”). Ice bridges allow the movement of **any** Soviet land units and supply tokens across the Volga, and also serve as part of a supply line for the Soviets into the matching sector of the City Board. Unlike ferries, ice bridges cannot be destroyed.

Supply Lines

Supply lines are the typical method of land units being supplied (air units are always supplied). Being unsupplied just means that units are rationing their supplies, not that they are completely depleted. **Unsupplied units suffer penalties in combat,** but may continue to move, attack, etc. When a land force cannot trace a supply line (see below), place an Unsupplied Marker in that zone. Supply status is constantly updated as units move and control of zones changes. You might be able to capture a zone to instantly cut off supply to enemy units or create a path for your cut off units to draw supply in combats later in the same phase.

Region Board Supply Lines

A force in a zone on the Region Board is supplied if you can trace a line of friendly zones from it to a supply line exit zone. A supply line exit zone is a zone in which a road/rail line (the red lines) exits the Region Board, either on the western or southern edge for the Axis or on the northern or eastern edge for the Allies (including Dubovka). Any or all of these zones may be contested.

The six Axis supply line exit zones are highlighted in gray. The five Allies supply line exit zones are highlighted in red.

Forces on the Region Board can trace a path through Stalingrad to a supply line exit zone if needed, but such Allied forces are never supplied by the ferries (the ferries and ice bridges only supply units on the City Board, see below). **Your tracing need only end at a supply line exit zone; it does not have to follow roads/rail lines the whole way.** This tracing can be from 0 to any number of zones away and can cross the Don River. **Units on the Region Board can never trace a supply line across the Volga.**

A force can always trace a supply line **out** of a hostile zone, including a supply line exit zone. Because of this, a force that has moved into an enemy-controlled zone that is adjacent to friendly zones might be able to trace a supply line out of its current zone and through those friendly zones, and a force that is in an enemy-controlled supply line exit zone for their side is always supplied.

This Allied force in Rynok can trace a line of friendly zones into the city and then through Pitomnik on its way to Krasnoarmeysk, an Allies supply line exit zone.

At the start of the Race to Stalingrad *scenario, the Axis forces south of the city are already locked in combat. While the Axis units in Tinguta can trace a supply line out of their zone, it has nowhere to go except into Soviet-controlled zones, so they are unsupplied. The Axis units in Abganerovo Station are in an Axis supply line exit zone, so they are in supply even though the Axis does not control the zone. If the Axis can take control of Abganerovo Station, its force in Tinguta will become instantly supplied.*

Historical Footnote: The 4th Panzer Army (seen here) was having fuel and ammo shortages in mid-August, yet was given more divisions - making the situation even worse.

The Axis captured Buzinovka and Tinguta in round 1, but failed to capture Abganerovo Station, leaving the forces in Tinguta unsupplied. However, if Axis units in Tinguta Assault Beketovka, they will instantly become supplied again, as they will be able to trace a supply line out of that Soviet-controlled territory into Buzinovka and south into a friendly supply line exit zone.

City Board Supply Lines

Supply on the City Board works mostly the same as on the Region Board, with two differences.

First, the supply line must be traced from a force on the City Board through friendly zones, as described above, to any friendly zone west of the Volga that is on the edge of that board. Then, it must continue through the adjacent zone on the Region Board (see "Spaces on the Game Boards," page 10) and on to a supply line exit zone on that board, also as described above. Red lines exiting the City Board do NOT represent supply line exit zones.

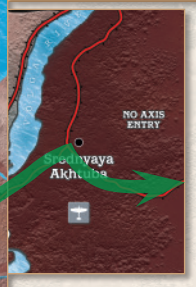
All forces on the City Board look to see if they can trace a supply line off of the City Board and then continue it to a supply line exit zone on the Region Board. For the Axis, those exit zones are typically (but are not limited to) Tatsinskaya, Verkhne Kumskii, or Abganerovo Station, while for the Allies they are Ilovinska, Dubovka, or Krasnoarmeysk. All forces that can trace such a path are supplied.

Second, **Allied** forces on the City Board that **cannot** trace supply lines onto or through the Region Board (typically because Vertyachii, Rynok, and/or Pitomnik are controlled by the Axis) might be able to trace a supply line across the Volga. The dashed red lines across the Volga are broken supply lines to the corresponding sectors of the city, which continue through Krasnaya Sloboda into Srednyaya Akhtuba on the Region Board, which is an Allies supply line exit zone. Each of these lines is completed by the red line found on the corresponding ferry/ice bridge as long as that piece is in place, even if the connected zone is Axis-controlled (though only Allied units *in that zone* are supplied in that circumstance - supply lines cannot be traced *through* it). For example, if the Axis captures a ferry landing zone that is the sector's sole source of supply, the unsupplied Allied units in that sector could Assault (see "Combat Markers," page 16) that ferry landing zone and would instantly be in supply, as they can trace a path out of the hostile zone and across the Volga.

This composite map shows the adjacency of the zones on the two boards. The Allied forces shown here can each trace a supply line all the way to Dubovka, which is an Allies supply line exit zone. Because of this, they are in supply and do not need to use the ferries for supply.

The city sectors are color-coded to show which zones of the city each ferry or ice bridge services. For example, the white ferry landing at Grain Elevator provides a supply line across the Volga **only** for the white zones on the City Board (never Pitomnik). Ferries and ice bridges don't have the capacity to supply the entire city like a road/rail line can. A crossing does not automatically supply all zones in the sector; Allied forces occupying a zone must be able to trace a path to the crossing in that **same sector** to be supplied, though that path may exit and re-enter the sector, or even the City Board itself.

The Allied forces on the City Board have been cut off from the roads, so the ferries have become the only way to supply them. The ferry to the gray sector has been destroyed, so all Allied forces in the gray sector are unsupplied. The Allies could requisition the gray ferry to instantly put them back in supply, or the units in the gray zone could Assault the Axis force in Red October Steel Works.



In the latter case, those units would now be in the brown sector, and so they would instantly be in supply again, as they could then trace a path of friendly zones out of that zone through contested (but Allied-controlled) Chemical Factory, through Pavlov's House, across the brown ferry, through Krasnaya Sloboda, and onto the Region Board to the Allies supply line exit zone of Srednyaya Akhtuba.

If an Axis air attack destroys a ferry providing the only supply line to a sector, that sector of the city is unsupplied during subsequent land combats… until the Allies requisition a new ferry, or the Volga freezes. When either of those events occur, the supply line is instantly restored to all forces in that sector that can trace a path to that ferry or ice bridge.

In their last Attack phase, the Axis cut off the city and destroyed the brown and white ferries. The Allies decide to replace only the white one, which instantly makes their units in Grain Elevator supplied again. Two Soviet infantry Assault Army Camp, even though they are currently unsupplied. If the Allies resolve the combat in Grain Elevator first and capture it this round, the Assaulting force in Army Camp will become instantly supplied. They will be able to trace their supply line through Pavlov's House into Grain Elevator, then across the Volga and eventually to an Allies supply line exit zone.

Note: If the City Board has been completely cut off from supply for a side, rather than placing an Unsupplied Marker in each zone on that board, place 1 Unsupplied Marker in the Region Board's Stalingrad rectangle to indicate this.

Supply Tokens

Supply tokens can be used to supply an attacking or defending land force, if the force can trace a path through friendly zones (including contested ones) to a zone containing a supply token owned by that side (the token shows that side's emblem on it). As with supply lines, a land force can always trace a path out of its current zone, even if it is hostile. You may also trace a path *into* a hostile zone where you own supply tokens. **Supply tokens in base zones or across the Volga cannot be accessed.** If a force can trace such a path, you **may** spend one token you own to supply that force for one combat phase (not the entire round). When a supply token is spent, it supplies all friendly units in a single zone. You are not required to spend a supply token; you can choose to have your unsupplied force fight unsupplied.

You may not voluntarily destroy supply tokens, but you may spend a supply token during a combat (attacking or defending) even if a force is supplied (to use it up before it can be captured, see below).

Supply tokens can be moved only by ferries/ice bridges (see "Movement Across the Volga," page 16) and *Air Transport* (see "Bombers," page 23). They may be destroyed only during this movement, as they are exposed and vulnerable, but may not be attacked or taken as casualties at any other time.

When a supply token is spent or destroyed by either side, remove it from the board and place it, Soviet side facing up, in the Allies player's resource pool. The Axis can gain access to supply tokens beyond its original allotment only by capturing them from the Allies.

Enemy-owned supply tokens are captured when you take control of the zone they are in as a result of combat. When you capture them, flip them over to show your side's emblem.

Late in the game, the Allies have captured Pitomnik and the surrounding zones, cutting the Axis supply lines into the city. The Axis forces now exit the city, Assaulting Vertyachii and Pitomnik. They Supply Drop 1 supply token into Vertyachii, even though it is controlled by the Allies. As the bomber has performed Air Transport*, it cannot attack this round, but may be taken as a casualty in combat. Either Axis force can access the supply token, as the Axis force in Pitomnik can trace a path out of a hostile zone, and it may access supply tokens owned by the Axis even if they are* ***in*** *a hostile zone.*

Movement

Each side moves its units only when instructed to do so by order cards. All of a side's units may move in its Movement phase, and some of them may make additional movements in other phases. Move as many of the appropriate units as you wish in each such phase. You do not have to move any units.

Note: Factory tokens (see "Card #8: Heroic Workers of Stalingrad," page 26) **cannot** be moved.

Land Unit Movement

Each land unit type has a move value, as noted on the Unit Reference Charts. This value indicates the number of movement points the unit has, which indicates the number of zones that it may move, subject to certain restrictions, as detailed below.

During your side's Movement phase, your land units can move from their current zone into an adjacent zone, except into an enemy base zone. If the new zone is either hostile or contested, the unit must stop moving. Otherwise, if the unit has movement points remaining, it can repeat this action. Land units with more than 1 movement point can never move *through* a hostile or contested zone.

If one or more units move into a hostile zone that was not already contested, they begin an Assault, even if the zone was not occupied. Place a Combat Marker in that zone with the "Assault" side facing up (see "Combat Markers," next page). This creates a combat situation (see "Combat," page 17).

During round 1, the Minor Axis units in Verkhne Kumskii move into Gromoslavka. Two Axis tanks move across the river border from Surovikino to join them. Since there were previously no Axis units in Gromoslavka, a Combat Marker is placed there with the "Assault" side facing up.

Combat Markers

Contested zones are each marked with a Combat Marker. When a zone is moved into by enemy units where there were none before, a marker is placed there with the "Assault" side facing up, indicating that an Assault has begun. This status represents the opening stage of an engagement and invokes restrictions on certain types of movement and firing into the zone, as well as certain differences in the combat bonuses that can be applied to the defenders, as noted by references to "Assault" in the relevant sections of the rules. This status lasts only until combat is resolved in the zone during the next Attack phase, after which the Combat Marker is flipped to its "Battle" side if the zone is still contested, or removed if it is not.

Combat Markers with the "Assault" side facing up are also used to indicate attacks on Volga Crossings (see page 19). Such markers are removed after the attacks are resolved.

If the supply of Combat Markers runs out, both sides' command and control has reached its limit. No Assaults may be performed until Combat Markers become available again.

Land units in a contested zone are considered to be in a combat situation and are "locked in combat." This is true regardless of whether they were Assaulted, initiated the Assault, or moved in subsequently. **Land units cannot move out of a zone while it remains contested.**

After your land units have moved, check whether or not they are supplied (see "Supply Lines," page 12).

Not One Step Back (Allies Only)

Stalin's Order #227 forbade any unit from retreating in the face of the enemy. During **rounds 1 and 2 only**, Allied land units **adjacent to Axis units** may only move into a hostile or contested **adjacent** zone (in any direction) or remain where they are. They cannot utilize additional movement points to enter combat further away.

Remember that some Stalingrad zones are adjacent to Region Board zones (see "Spaces on the Game Boards," page 10). The names of those adjacent zones are printed on the City Board edges.

Additionally, Allied land units on the City Board cannot leave that board during these 2 rounds. For example, if there are Axis units in Vertyachii in round 1, the Allied force in Orlovka (on the City Board) can neither Assault Vertyachii (leaving the board) nor move away.

This Soviet tank spends its first movement point to Blitz *through the unoccupied hostile zone of Surovikino. With its second movement point, it could Assault either Oblivskaya or Tormosin, or it could move back to Kopania.*

Tanks, Mechanized Infantry, and Blitzing

A tank can *Blitz* by moving through an **unoccupied** hostile zone as the first part of a two-space move that can end in a friendly or hostile zone. The tank immediately Assaults and takes control of the unoccupied first zone (see "Step 6: Conclude Combat," page 19) before it moves to the next zone. The second zone can be friendly or hostile, or even the zone the tank came from. In addition, 1 mechanized infantry can move along with each blitzing tank.

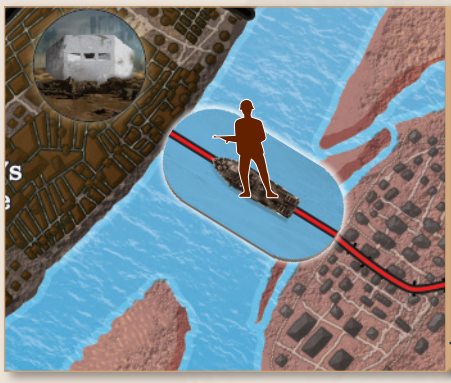
As the first zone is taken control of by the tank during its side's Movement phase, this cannot be stopped by an ambush (see "Ambush Sites," page 19). However, if the second entered zone is hostile, the tank's combat and potentially taking control of it will not occur until its side's Attack phase (as normal), so this is potentially subject to ambush.

Movement Across the Volga (Allies Only)

Land units and supply tokens may leave Krasnaya Sloboda by land only at Volga Crossings (see page 16). This movement is east to west only, and can be done at each crossing only if a ferry or ice bridge is in place there. Each ferry or ice bridge can hold only 1 unit or supply token at a time, and the only units that ferries can hold are infantry.

A unit that loads onto a ferry or ice bridge may not move further in that phase. A unit or supply token already on a ferry or ice bridge at the start of the Allies Movement phase **must** offload into its corresponding destination zone, even if it is hostile. It offloads for free, so it may still move in the same phase in which

it lands (unless locked in combat, see above). Supply tokens cannot move after offloading. A unit offloading **from a ferry** into a hostile zone that was not already contested is Assaulting across an unfrozen river (see "Step 1: Place Units on the Battle Board," page 18). A ferry or ice bridge may both offload and load in the same phase.



In addition to providing a supply line to its sector of the city, each ferry allows Soviet infantry and supply tokens to move across the Volga, but only 1 per ferry at a time.

In addition to providing a supply line to its sector of the city, each ice bridge allows Soviet units of any type and supply tokens to move across the Volga, but only 1 per ice bridge at a time. Even units with Move 2 must end their movement on the ice bridge.

Air Unit Movement

Air units have unlimited movement and are never considered to be moving through any zone. When you move them, simply place them in the destination space. Each air unit can attack any enemy-occupied zone except the base zone (see "Base Zones," page 10) by moving to it, however bombers are additionally restricted in that they cannot attack contested zones, unless the zone is being Assaulted. All Axis air units can also attack Volga Crossings (see page 19).

During bad weather rounds (see "Card #1: Weather Roll," page 24), air units are subject to additional movement restrictions (see "Fighters," page 22, and "Bombers," page 23).

If an attacking air unit moves to a zone containing only enemy units, place a Combat Marker in that zone with the "Assault" side facing up.

Reinforcement air units that begin their side's Movement phase in the air MUST move in that phase, either to attack (if possible) or to relocate.

Stacking Limits

At the end of your side's Movement phase, check the number of land units belonging to you in each zone they occupy to see if it exceeds **8**. For each zone where it does, your opponent must move your land units of their choice out of the zone, one at a time, until the stacking limit is satisfied. These must be legal moves into adjacent zones that are not already at their stacking limits. If there are any excess units that cannot be moved out of the zone in this way, you must destroy your land units of your choice until the stacking limit is satisfied.

Note that at this point all air units that have moved are considered to be "in the air," so there is no limit to the number of such units that may occupy any zone, whether or not it contains an airfield. Airfield capacity limits (4 per airfield) need only be checked when air units land in later phases.

Combat

A Combat Marker in a zone indicates that the zone is contested, which creates a combat situation. Whenever an order card directs a side to conduct a round of combat as the attacker, it implicitly makes the opposing side the defender. **You must conduct a round of combat in all such zones when an order card so directs.**

Combat is resolved by rolling dice (also known as firing). Attacking and defending units are considered to fire at the same time, but for ease of play you roll dice in sequence: attacker first, then defender. Resolve each combat situation separately, zone by zone, in the order chosen by the active (attacking) player. Combat follows a specific sequence of steps (see next page).

If combat occurs in a zone in which the defender has no units, no dice rolling is necessary. For such a zone, simply skip to step 6 (Conclude Combat).

Use the battle board only to resolve combat. Other types of fire that are performed by only one side, such as *Air Defense*, *Bombardment*, attacks against ferries or units on ice bridges, and Ambushes are not combat and do not use the battle board. See "Artillery" on page 21, "Rocket Launchers" on page 22, "Attacking Volga Crossings" on page 19, and "Ambush Sites" on page 19 for details about these situations. A unit may fire any number of times in a round, but only once per phase.

Combat Sequence

1. Place Units on the Battle Board
2. Attacking Units Fire
3. Defending Units Fire
4. Remove Defender Casualties
5. Return Units to the Game Board
6. Conclude Combat

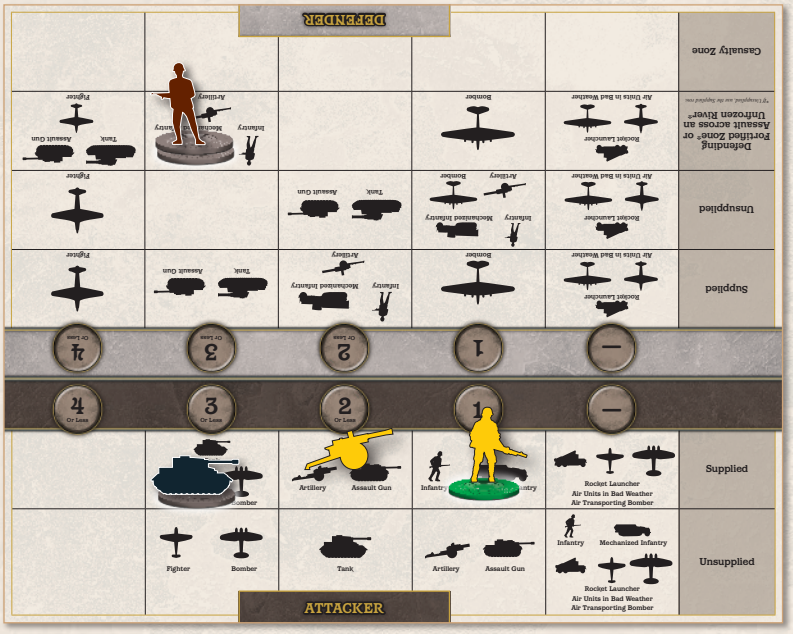
Step 1: Place Units on the Battle Board

The battle board has two sections, labeled "Attacker" and "Defender." Each section is divided into rows, representing the units' status, and columns, representing their attack or defense values. The defender's section also has a separate casualty zone, to which any units designated as casualties during combat will be moved. Inside each box within this matrix are the silhouettes and names of unit types. In order to determine in which boxes to place your units, you must first determine their status.

First, both the attacker and the defender must determine whether or not their land units are supplied by checking for an Unsupplied Marker for their side in the contested zone. Supplied land units cannot choose to fight unsupplied. However, unsupplied land units may still be able to fight supplied by spending a supply token (see page 15). As can be seen on the battle board, unsupplied units suffer a **-1** penalty to their attack and defense values (if any). This makes unsupplied attacking infantry and mechanized infantry useful only as casualties.

Second, the defender must check whether the contested zone is a fortified zone (see page 10) that they **control**. If so, all of their land units have ***Fortified*,** a **+1** bonus to their defense values (if any). Also, if the attacker is Assaulting across an unfrozen river, defending land units have ***Throw Them Back***, a **+1** bonus to their defense values, even if not all attacking units are crossing the river.

Note: ***Fortified*** and ***Throw Them Back*** do not stack. The maximum defensive bonus is +1, so an Assault across an unfrozen river into a fortified zone does not double the defensive bonus.



The Axis Assault movement shown in the example on page 15 resulted in a combat situation which must be resolved. The units on both sides are supplied. Since at least 1 of the Axis units crossed the unfrozen Don River to begin the Assault, the defending Soviet land units are placed in the "Defending Fortified Zone or Assault across an Unfrozen River" row, which gives them a defensive bonus.

Third, if there are any air units in the contested zone, their owner(s) must check their status. If it is a bad weather round (see "Card #1: Weather Roll," page 24), air units may not fire, but may be taken as casualties. The same conditions apply to bombers owned by the attacker that performed *Air Transport* (see "Bombers," page 23) this round, regardless of weather.

Once the status of the attacking and defending units is determined, move them from the contested zone to the battle board and place them in the boxes corresponding to their type and status (not within the casualty zone). The column they are placed in will determine their modified attack and defense values for the combat.

Note: It's possible that defending land units can receive both a **-1** unsupplied penalty and a **+1** defensive bonus to their defense values. In this situation, these adjustments cancel each other out, and the units defend normally (as if supplied), with no adjustment, as noted on the battle board.

Step 2: Attacking Units Fire

All the units on the attacker's side fire during this step. Roll 1 die for each attacking unit with an attack value. Roll for units with the same attack value at the same time. For example, roll all units with an attack value of 2 at the same time. There are some exceptions, as some units may have unit characteristics that affect casualty choice, and thus will need to be rolled separately (see "Unit Profiles" on page 20 for details). An attacking unit scores a hit if you roll its attack value or less. Keep track of the number of hits scored.

After all attacking units have fired, for each hit scored, the defender must choose one of their units and designate it as a casualty by moving it to the box in the casualty zone corresponding to its current defense value. These units are not out of the game just yet. They will be able to fire back.

Step 3: Defending Units Fire
All the units on the defender's side fire during this step. Roll 1 die for each defending unit with a defense value (including casualties). Roll for units with the same defense value at the same time. For example, roll all units with a defense value of 3 at the same time. There are some exceptions, as some units may have unit characteristics that affect casualty choice, and thus will need to be rolled separately (see "Unit Profiles" on page 20 for details). A defending unit scores a hit if you roll its defense value or less. Keep track of the number of hits scored.

After all defending units have fired, for each hit scored, the attacker must choose and destroy one unit on their side of the battle board, removing it and returning it to their unit pool.

Step 4: Remove Defender Casualties
The defending player now destroys all their units in the casualty zone, removing them from the battle board and returning them to their unit pool.

Step 5: Return Units to the Game Board
Any surviving units on both sides are now returned to the contested zone. It's possible for both Axis and Allied units to remain in the same zone after combat.

Step 6: Conclude Combat
If there are still land units on both sides in the contested zone, flip the Combat Marker to its "Battle" side if it is not so already. Otherwise, remove the Combat Marker, and determine which side now controls the zone: if one side has land units remaining, it controls the zone, otherwise control remains unchanged. Control is indicated as follows:

Axis: Place an Axis Control Marker in the zone.

Allies: Remove any Axis Control Marker from the zone.

If control of a zone changes, the new controller captures any enemy-owned supply tokens in the zone (flip them over). Also, any air units in the zone belonging to the side that lost control that are on the ground (at airfields) are destroyed and returned to their unit pool.

Attacking Volga Crossings

Axis air units may attack either ferries or units and supply tokens crossing the Volga via ice bridges. To do so, place the air unit(s) and a Combat Marker, with the "Assault" side facing up, next to the crossing you wish to attack during the Axis Movement phase.

During the Axis Attack phase, resolve the attack on each crossing separately. For each crossing, roll 1 die for each air unit attacking it, scoring a hit on a result of its attack value or less (see the Unit Reference Chart for attack, or "ATK," values). If at least one air unit scores a hit, the ferry and its cargo, or the unit or supply token on the ice bridge, are destroyed and returned to their owner's resource pool. Ice bridges are never destroyed (the supply line persists). **Units crossing the Volga do not return fire.** After the attack is resolved, remove the Combat Marker.

Ambush Sites

There are five Ambush Sites on the City Board, representing hiding spots and sewers that snipers used to stalk their prey. Each of these sites is located at an intersection of multiple zones, and is said to be connected to those zones. Some Ambush Sites connect to four zones, while others connect to three.

Only infantry (not mechanized infantry) may enter Ambush Sites, and only one unit may occupy a site at a time. Ambush Sites may not be moved through, and supply lines may not be traced through them.

During their side's Movement phase, a player may move an infantry from an uncontested zone into a connected Ambush Site, as long as no unit is already there. They may also move an infantry already in an Ambush Site into a connected zone, **but only if that zone has been both friendly and uncontested since the beginning of their Movement phase.**

While in an Ambush Site, an infantry unit is always considered to be supplied. It is also not in any zone, so during combat it does not fire and cannot be taken as a casualty. However, it is immediately destroyed if at any moment **all** of the zones connected to the site become controlled by the enemy (even if one or more of them is contested).

Infantry in Ambush Sites (ambushers) are on sniper duty, but also place anti-tank mines and throw Molotov cocktails. Tanks are a frequent target of ambushers, as close-quarters fighting is very dangerous for tanks.

During its side's Reaction phase, each ambusher may fire into **one** zone that is connected to its site and contains enemy land units. Each ambush is rolled separately. Prior to each individual roll, the ambusher chooses their target zone. Ambushers each roll 1 die, scoring a hit on a result of 2 or less. However, in an ambush, the die result determines who chooses the casualty from among those land units in the zone, which is removed immediately:

2: The player being fired upon chooses the casualty.

1: The ambushing player chooses the casualty.

Units do not return fire against ambushers.

If an ambush eliminates the only enemy land unit in a zone, remove any Combat Marker from that zone, unless it is controlled by the enemy (control can change only as a result of combat).

The infantry occupying this Ambush Site may fire once into any 1 of the 3 connected zones during its side's Reaction phase. If it fires at the single Axis unit Assaulting Train Station #1 and hits, the Axis will not be able to complete the Assault and the Allies will retain control of the zone.

UNIT PROFILES

This section provides information for each unit type in the game. **Note that not all unit characteristics may apply to all units of that type.** Information about the characteristics that apply to each unit type, as well as its cost in RPCs and base attack ("ATK"), defense ("DEF"), and move values, can be found on the Unit Reference Charts.

Land Units

Land units are required to take and hold ground. As such, they are the primary forces for both offense and defense.

Infantry

These basic land units are the backbone of any ground force, and are stronger on defense.

Unit Characteristics

Can Enter Ambush Sites: Infantry may enter Ambush Sites (see page 19).

Force Multiplier: When an infantry with this characteristic moves from the Region Board to the City Board (including by *Air Transport*, see "Bombers" on page 23), deploy 1 free infantry unit to the City Board zone the unit occupies. The new unit cannot move in that same phase. Note that Soviet and Minor Axis infantry do not have this characteristic.

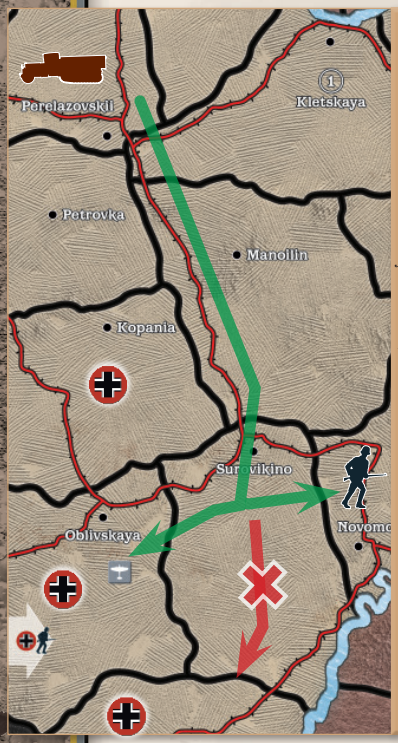
Conversely, when an infantry with this characteristic moves from the City Board to the Region Board, it must do so paired with either another infantry or a mechanized infantry. Both units need not start in the same zone, but they must both end their movement in the same zone. After the movement is completed, 1 of these paired units of the owner's choice is eliminated.

The German *Force Multiplier* demonstrates the difference in scale between the two boards. It also demonstrates that the German infantry divisions were of a much higher strength at the time. Not only were German divisions larger on paper, but the Soviet divisions were largely shattered before the city fighting started.

Note that Minor Axis and Soviet infantry move between the boards with no adjustment.

Mechanized Infantry

These fast-moving, self-propelled units have all of the advantages of infantry, plus speed.



This Soviet mechanized infantry could move up to 4 zones this round as long as it stays on the road. It could spend 3 movement points to get to Surovikino, moving only through friendly, uncontested territories. With its 4th movement point, it could Assault either Axis-controlled Oblivskaya or Novomoskovsk, but it could not move from Surovikino into Tormosin, as the road does not run contiguously between those zones. However, if it were to stop in Surovikino, in the next round it could move out of the zone using any road.

Unit Characteristics

Blitz: A mechanized infantry paired with a tank may make a *Blitz* movement along with it (see "Tanks," page 21). Both units must be in the same zone at the beginning of their Movement phase.

Road Movement: If a mechanized infantry begins its movement in a zone with a road (red line) and follows a contiguous road for the entire move, it can move up to 2 additional zones. The move, from beginning to end, must follow a red line that connects zone to zone, and must follow the normal rules for movement. This means the unit can't switch roads by crossing through the middle of a zone to pick up a new road, but it can change directions at an intersection on a road. If a road terminates at a border, road movement also ends at the border (not across the border).

Force Multiplier: When a mechanized infantry with this characteristic moves from the Region Board and ends its movement on the City Board, deploy 1 free infantry (not mechanized infantry) unit to the City Board zone in which it ended its movement. The new unit cannot move in that same phase. Note that Soviet mechanized infantry do not have this characteristic.

Conversely, when a mechanized infantry with this characteristic moves from the City Board to the Region Board, it must do so paired with either an infantry or another mechanized infantry. Both units need not start in the same zone, but they must both end their movement in the same zone. After the movement is completed, 1 of these paired units of the owner's choice is eliminated.

Artillery

These large-caliber gun batteries provide extra punch whether on offense or defense, and provide a powerful defensive umbrella against air attacks.

Unit Characteristics

Air Defense: During their side's Reaction phase, artillery may fire at enemy air units that have moved into the zone they are in during the preceding Movement phase. Roll 1 die for each artillery in the zone (regardless of the number of such air units), scoring hits on results of 1 (*Air Defense* fire never suffers unsupplied penalties or benefits from defensive bonuses). For each hit scored, the opposing player must choose one such air unit in the zone (along with any cargo) to immediately destroy, removing it and returning to their unit pool. Air units do not return fire during this phase.

During the Allies Reaction phase, the Soviet artillery in Pavlov's House and in Krasnaya Sloboda (on the City Board) have two potential targets for their Air Defense *fire: the bomber attacking Pavlov's House and the fighter attacking the artillery crossing the ice bridge. The artillery on the ice bridge may not fire. The 2 eligible artillery may each fire at 1 of the air units, either each firing at a different unit or both firing at the same unit. The artillery in Pavlov's House is not limited to firing at the bomber attacking its zone.*

Artillery in zones on the City Board (except those on Volga Crossings, which may not fire at all) may fire *Air Defense* at enemy air units entering **any** zone on that board or attacking a Volga Crossing (see "Attacking Volga Crossings," page 19). However, each artillery may fire *Air Defense* only once, so if multiple eligible locations are being attacked, each artillery must be assigned to fire in a single location before any dice are rolled.

Tanks

These armored units provide a mobile punch for ground forces. They strike a balance between heavy-hitting and fast-moving, making them very effective on the battlefield. However, they can be vulnerable to ambush when in urban areas, where their mobility is limited and the fighting is in close quarters.

Unit Characteristics

Blitz: Tanks can *Blitz* by moving through an unoccupied hostile zone as the first part of a two-space move that can end in a friendly or hostile zone. The tank Assaults and establishes control of the unoccupied first zone (see "Step 6: Conclude Combat," page 19) before it moves to the next zone. The second zone can be friendly or hostile, or even the zone the tank came from. A tank may not *Blitz* through a zone that contains an enemy unit, nor may it *Blitz* while moving additional zones using *Road Movement* (see below).

Road Movement: If a tank begins its movement in a zone with a road (red line) and follows a contiguous road for the entire move, it can move up to 2 additional zones. The move, from beginning to end, must follow a red line that connects zone to zone. This means the tank can't switch roads by crossing through the middle of a zone to pick up a new road, but it can change directions at an intersection on a road. If a road terminates at a border, road movement also ends at the border (not across the border).

This German tank begins its movement in a zone containing a road, but it can't Assault Kalach this phase, as Blitz *and* Road Movement *cannot be combined. When the tank enters Buzinovka, it must stop to Assault it. A* Blitz *movement allows a maximum of 2 movement points, and the first must always be used to enter an adjacent unoccupied hostile zone.*

Assault Guns

These units are a powerful counter to armored units. They are especially effective when they are defending.

Unit Characteristics

Targeted Fire - Tanks: Whether attacking or defending, assault guns target tanks with their fire, so they must be rolled separately from other units. For each die that scores a hit, the firing player has the option of requiring the opposing player to choose any of their tanks as the casualty, if possible.

Note that assault guns do not have the *Blitz* or *Road Movement* characteristics.

Rocket Launchers

These inexpensive, self-propelled units provide long-range attack capability, striking at the enemy from a (relatively) safe distance.

Unit Characteristics

Bombardment: At the beginning of the Allies Attack phase, rocket launchers that are supplied (including by a supply token, see page 15) and in uncontested zones may fire upon enemy units in adjacent zones (see "Spaces on the Game Boards," page 10). Such rocket launchers on the City Board (except those on Volga Crossings, which may not fire at all) may fire *Bombardment* into any other zone on the City Board. A rocket launcher may not fire upon units in the zone it occupies, and it may not fire upon units in a contested zone, unless the zone is being Assaulted. Each rocket launcher may fire *Bombardment* only once in each Allies Attack phase, so if multiple eligible zones are being fired upon, each unit must be assigned to target a single zone before any dice are rolled.

For each zone targeted by *Bombardment*, roll 1 die for each launcher targeting it, scoring hits on results of 1. For each hit scored, the opposing player must choose one unit in the target zone to immediately destroy, removing it and returning to their unit pool. These casualties will not fire during the current phase. If all enemy land units in the zone are eliminated, remove any Combat Marker from that zone, unless it is controlled by the enemy (control can change only as a result of combat).

No Combat Value: Even though rocket launchers can attack with *Bombardment* (see above), they have no attack or defense value. This means that they cannot fire during combat, but they can be taken as casualties.

Rear Echelon: Rocket launchers may only move into zones that have been friendly since the start of the Allies Movement phase (unless offloading from an ice bridge - see "Movement Across the Volga" page 16), but they may be deployed in hostile zones.

The rocket launcher in Frolovo can remain where it is and fire Bombardent *into Kletskaya, move into Kremenskaya and fire into either Kletskaya or Zimovskii, or move into Ilovinska and fire into Zimovskii. It cannot move 2 spaces into Axis-controlled Kotluban (even if 1 or both of the tanks in Frolovo do), as the Allies did not control it at the start of the Allies Movement phase.*

Air Units

Air units have unlimited range, and their movement cannot be blocked. However, they are exposed to anti-aircraft fire before combat whenever they move into a zone that contains enemy units with the *Air Defense* unit characteristic (see page 21).

Air units cannot be purchased with RPCs. They are only deployed through certain order cards and Operation Uranus cards.

Fighters

These small, fast air units provide both considerable range for attack and strong defense. They are powerful in combat and can target other air units.

Unit Characteristics

Limited Bad Weather Operations: During bad weather rounds (see page 24), fighters can move only to relocate. Also, they cannot attack or defend (they have no attack or defense value), but can be taken as casualties while on an airfield in a zone where combat is occurring.

Targeted Fire - Air Units: Whether attacking or defending, fighters may target air units with their fire, so they must be rolled separately from other units. For each die that scores a hit, the firing player has the option of requiring the opposing player to choose any of their air units as the casualty, if possible.

Bombers

These air units are major offensive weapons. They are extremely powerful attackers in combat. However, they are very poor defenders.

Unit Characteristics

Air Transport: Bombers can also act as transport aircraft during their side's Movement phase, picking up cargo from their current zone and moving it with them to another zone. The bomber and its cargo must be in the same zone at the beginning of the phase. Bombers cannot attack during the same round that they perform a transport mission, but can be taken as casualties in their destination (or drop) zone if there is combat there.

Each bomber may perform one of the following transport missions, delivering its cargo at the beginning of its side's Attack phase:

- **Supply Drop:** Drop 1 supply token in any zone that is either contested or friendly, then return to a friendly zone containing an airfield during their side's Air Unit Landing phase;
- **Supply Landing:** Land up to 2 supply tokens in any friendly zone with an airfield (contested or not);
- **Troop Landing:** Land 1 infantry at any friendly, uncontested zone with an airfield (infantry cannot be air transported to a base zone, nor from the City Board to the Region Board).

Assault Aircraft: Due to potential "friendly fire" casualties resulting from the relatively indiscriminate nature of bombing, bombers cannot move into a contested zone **to attack** unless the zone is being Assaulted. See "Combat Markers" on page 8.

Limited Bad Weather Operations: During bad weather rounds (see page 24), bombers can move only to either perform *Air Transport* (see above) or relocate. Also, they cannot attack or defend (they have no attack or defense value), but can be taken as casualties while in a zone where combat is occurring.

Historical Footnote: *Pilots preferred to fly transport sorties in bad weather, as enemy fighters would not be there ready to greet them.*

Targeted Attack - Land Units: When attacking, bombers may target land units with their fire, so they must be rolled separately from other units. For each die that scores a hit, the firing player has the option of selecting a land unit type and requiring the opposing player to choose any of their units of that type as the casualty, if possible.

The bomber in Oblivskaya (which had landed there previously) may pick up the infantry there in order to perform an Air Transport *Troop Landing at a friendly airfield. The bomber in Tatsinskaya may pick up 1 supply token there and Supply Drop it anywhere, or pick up both of them and perform a Supply Landing at a friendly airfield.*

APPENDIX 1: ORDER CARDS

Each phase of a round involves following the instructions on the top order card of the deck, which must be resolved in order, from top to bottom. Below is an image and a detailed description of each card.

Card #1: Weather Roll

In **rounds 1-5**, discard this card immediately. Starting on **round 6**, check the Round Track for the current round's chance of bad weather, and then roll 1 die. If you roll a "Bad Weather" result, there is bad weather for the entire round.

Whenever bad weather occurs, place a Frozen Marker on the Round Track in the current round's space.

The first time bad weather occurs, the Don River freezes. Place a Frozen Marker somewhere on the upper Don River as a reminder.

The second time bad weather occurs, the Volga River freezes. Place any of the 3 ferries that are not already in position on the City Board, and then flip them all over to the ice bridge side.

During bad weather rounds, air units are subject to several restrictions. See "Fighters" on page 22 and "Bombers" on page 23. If you need help remembering that these restrictions are in effect during bad weather, place a Frozen Marker on top of each air unit.

Card #2: Axis Reinforcement

The Axis adds up the RPs from zones they both control and occupy (including those that are contested), and collects that amount of RPCs. It is not enough to just control an RP zone, the Axis must also have at least one land unit there to collect RPs from the zone.

Odd-Numbered Rounds: The Axis deploys 1 free supply token in Tatsinskaya.

Even-Numbered Rounds: The Axis deploys 1 free infantry (either German or Minor Axis) in one of the following zones: Oblivskaya, Perelazovskii, or Petrovka. These Region Board zones are each marked with a deployment arrow that features both an Axis emblem and an infantry silhouette. This infantry may not be deployed in a zone that is Allied-controlled.

If the Operation Winter Storm Marker has not yet been reached on the Round Track (or has not yet been placed on it), all Axis RPCs **must** be saved for later.

If the Operation Winter Storm Marker is on the current round, the Axis deploys 1 free air unit of their choice. In addition, from this round forward, the Axis may spend any, all, or none of its collected RPCs. This allows for a large reinforcement requisition immediately, and allows the Axis to spend its income in future rounds as well. RPCs can still be saved. When spending RPCs, consult the Unit Reference Chart, and then deploy the requisitioned units immediately. These units (including the free air unit, which is in the air) may only be deployed at **Tormosin** and/or **Verkne Kumskii** and are deployed even if the zones are Allied-controlled. These Region Board zones are both marked with an arrow featuring an Axis emblem. A zone may be over-stacked when deploying units, as the stacking limit is not checked until the end of the Axis Movement phase.

If a zone that land units are deployed into is hostile and was not already contested, the deployment constitutes an Assault. If the zone is occupied by enemy units, place a Combat Marker in it with the "Assault" side facing up. If the zone is not enemy-occupied, the deploying land units instantly take control of it (see "Step 6: Conclude Combat," page 19), and may still move and fight this round.

The additional lines on the arrows in Tormosin and Verkhne Kumskii are a reminder that you may deploy any number of reinforcements in each of these zones.

Card #3: Axis Movement

This is the only movement phase for the Axis during the round, and they may move any, all, or none of their units at this time. Land units in contested zones cannot move.

Some units are restricted in where they can move. See ”Movement” on page 15 and the Unit Profiles. After all movements are completed, check Axis stacking limits (see “Stacking Limits,” page 17).

Card #4 Allies Reaction

Allied Artillery Fires *Air Defense:* Allied artillery roll for their *Air Defense* unit characteristic now (see page 21). Casualties are removed immediately.

Allied Ambushers Fire: See “Ambush Sites” on page 19. Casualties are removed immediately.

Card #5: Axis Attack

Air Units Land: Relocating Axis air units and bombers performing *Air Transport* Supply Landings or Troop Landings land. Each zone with an airfield can hold a maximum of 4 air units on the ground, and any such air unit that cannot land is destroyed, along with any cargo. Attacking air units and bombers performing *Air Transport* Supply Drops remain in the air until card #6. Then, all bombers performing *Air Transport* (including Supply Drops) offload their cargo, which may be used immediately.

Conduct Combat: Conduct 1 round of combat in each contested zone, in the order chosen by the Axis player, with the Axis as the attacker and the Allies as the defender. See “Combat” on page 17.

Remember, an Assault across an unfrozen river or into a fortified zone (see page 10) grants defending land units a **+1** bonus to their defense values (if any). These bonuses do not stack.

Card #6: Axis Air Unit Landing

All Axis air units still in the air (those that either attacked or performed *Air Transport* Supply Drops) must land in a friendly zone containing an airfield.

Each zone with an airfield can hold a maximum of 4 air units. Air units cannot land in a zone that was just taken control of in the preceding phase. Any air unit that cannot land is destroyed.

Card #7: Allies Counter-Offensive Preparation

In **rounds 1-2**, discard this card immediately. Starting on **round 3**, the Allies player draws two cards from the top of the Operation Uranus deck, and after examining them secretly, places one face down in the northwest and the other face down in the southeast. Slide them slightly under the corresponding edge of the Region Board to keep them secret, but the Allies player may examine them at any time.

Then, the Allies player **may** choose to launch Operation Uranus by revealing all cards placed this way. The units are immediately deployed on the Region Board based on the round in which the counter-offensive is launched. **If it is round 7 and Operation Uranus has not yet been launched, it must be launched now.** After launching Operation Uranus, remove order card #7 from the deck and return the remaining cards in the Operation Uranus deck to the box, as the Allies get no more draws for the rest of the game.

Deploying Operation Uranus Forces
Deploy the units and supply tokens on the cards held in the northwest only to the northwestern deployment zones, and the cards held in the southeast only to the southeastern deployment zones. The Operation Uranus deployment zones have red numbers printed on them (see image on next page). Pieces may be deployed only to the zones marked with the number of the current round or lower. The pieces on each card must be deployed together into the same zone, and no more than two cards' pieces may be deployed to the same zone (for ease of verification, place the cards in the desired zones before deploying any pieces). Deployed air units are in the air, but bombers may be preloaded with supply tokens that also deployed there if you wish them to perform *Air Transport* instead of attacking. A zone may be over-stacked by this deployment if there are already units present there, as the stacking limit is not checked until the end of the Allies Movement phase.

If the Allies choose to launch Operation Uranus on round 4, they may only deploy units to the territories marked "3+." If they launch on round 6, they may deploy units to both the "3+" and "5+" territories. If they launch on Round 7, they may deploy units to the "3+," "5+," and "7" territories.

If a zone that land units are deployed into is hostile and was not already contested, the deployment constitutes an Assault. If the zone is occupied by enemy units, place a Combat Marker in it with the "Assault" side facing up. If the zone is not enemy-occupied, the deploying land units instantly take control of it (see "Step 6: Conclude Combat," page 19), and may still move and fight this round.

When Operation Uranus is launched, place the Operation Winter Storm Marker **three** rounds later on the Round Track.

If Operation Uranus is launched in round 6, place the Operation Winter Storm Marker on round 9 of the Round Track.

Card #8: Heroic Workers of Stalingrad

The factories of Stalingrad were famous for churning out war materiel even with bombs exploding all around them.

Odd-Numbered Rounds: The Allies deploy 1 free tank in the zone containing the tank factory token, unless it is Axis-controlled.

Even-Numbered Rounds: The Allies deploy 1 free artillery in the zone containing the artillery factory token, unless it is Axis-controlled.

These zones may be over-stacked by this deployment, as the stacking limit is not checked until the end of the Allies Movement phase. If the Axis takes control of a factory zone, flip the factory token over to its "Captured" side. If the Axis controls just one factory, it can be liberated by the Allies and will resume production on the following round. When liberated by the Allies, flip the factory token back over. If both are Axis-controlled during this phase, remove both factory tokens from the board, and remove this card from the deck; the factories will not resume production if regained by the Allies.

Card #9: Allies Reinforcement

The Allies add up the RPs from zones they control (occupying the zone is not necessary), and collect that amount of RPCs. These zones generate RPs even if they are contested. Then, the Allies may immediately spend their RPCs on reinforcements.

When spending RPCs, consult the Unit Reference Chart, and then deploy the requisitioned units and/or tokens immediately. RPCs may be saved for future rounds.

Requisitioned units and/or supply tokens must always be deployed into **Veshenskaya, Ilovinska, Krasnoarmeysk**, and/or **Krasnaya Sloboda**, and may be deployed even if the zone is enemy-controlled. Supply tokens may alternately be deployed to zones containing friendly airfields (for *Air Transport* opportunities).

Deployments to **Veshenskaya, Ilovinska, Krasnoarmeysk** are limited to one unit per zone unless it is Axis-occupied (occupied, not just controlled), in which case there is no limit to the number of units the Allies player may deploy there. It doesn't matter who controls the zone.

Deployments to **Krasnaya Sloboda** never have a limit, but it has the same stacking limit as every other zone.

A zone may be over-stacked when deploying units, as the stacking limit is not checked until the end of the Allies Movement phase.

If a zone that land units are deployed into is hostile and was not already contested, the deployment constitutes an Assault. If the zone is occupied by enemy units, place a Combat Marker in it with the "Assault" side facing up. If the zone is not enemy-occupied, the deploying land units instantly take control of it (see "Step 6: Conclude Combat," page 19), and may still move and fight this round.

The additional lines on the arrow in Krasnaya Sloboda are a reminder that you may deploy any number of reinforcements in this zone.

Card #10: Allies Movement

This is the only movement phase for the Allies during the round, and they may move any, all, or none of their units at this time. Land units in contested zones cannot move.

Some units are restricted in where they can move. See "Movement" on page 15 and the Unit Profiles. In rounds 1 and 2, the "Not One Step Back" rules (see page 16) are in effect.

After all movements are completed, check Allied stacking limits (see "Stacking Limits," page 17).

Card #11: Axis Reaction

Axis Artillery Fires *Air Defense*: Axis Artillery roll for their *Air Defense* unit characteristic now (see page 21). Casualties are removed immediately.

Axis Ambushers Fire: See "Ambush Sites" on page 19. Casualties are removed immediately.

Card #12: Allies Attack

Air Units Land: Relocating Allied air units and bombers performing *Air Transport* Supply Landings or Troop Landings land. Each zone with an airfield can hold a maximum of 4 air units on the ground, and any such air unit that cannot land is destroyed, along with any cargo. Attacking air units and bombers performing Supply Drops remain in the air until card #13. Then, all bombers performing *Air Transport* (including Supply Drops) offload their cargo, which may be used immediately.

Rocket Launchers Fire *Bombardment*: Eligible units roll for their *Bombardment* unit characteristic now (see page 22). Casualties are removed immediately.

Conduct Combat: Conduct 1 round of combat in each contested zone, in the order chosen by the Allies player, with the Allies as the attacker and the Axis as the defender. See Combat on page 17.

Remember, an Assault across an unfrozen river or into a fortified zone (see page 10) grants the defending land units a **+1** bonus to their defense values (if any). These bonuses do not stack.

Card #13: Allies Air Unit Landing

All Allied air units still in the air (those that either attacked or performed *Air Transport* Supply Drops) must land in a friendly zone containing an airfield.

Each zone with an airfield can hold a maximum of 4 air units. Air units cannot land in a zone that was just taken control of in the preceding phase. Any air unit that cannot land is destroyed.

Card #14: End of Round

Check for Total Victory (see page 6). If none occurs, advance the Round Tracking Marker one space and start a new round. However, if you have just completed round 13, determine which side has achieved one of the three possible types of victory.

APPENDIX 2: OPTIONAL RULES

Experienced players may wish to use one or more of these optional rules.

Reinforcement Point Bidding

If you and your opponent wish to play the same side, you may resolve the dispute with an award of RPs to the other side. Determine a first bidder, either at random or by choice. The first bidder must make a bid of 1 or more RPs to play a side. The bidding then alternates, where each bid must be greater than the previous one, until the other player accepts the offered bid.

Bidding Example
Player A: "I bid 4 RPs to play the Allies."
Player B: ""Hmm, I bid 5."
Player A: "I'll take those 5 and play the Axis!"

The player who accepted the bid must play the side that was not the subject of the dispute. The RPs may be spent immediately, with the requisitioned units and/or supply tokens added to the setup on the boards in any zone(s) in which that side already has units and placing them will not exceed the stacking limit. These RPs may also be taken as RPCs, to be spent later.

Alternative Stalingrad Factory Placement

To allow for interesting variations in strategy, the locations of the Soviet factories in the city can be changed from their historical ones. The Allies player secretly places one factory token in each hand, and then the Axis player chooses one hand. The Axis player places the chosen token in any RP zone on the City Board. Then the Allies player places the other in any other RP zone on the City Board.

Race to Stalingrad Alternative Deployment

Immediately after the setup of the *Race to Stalingrad* scenario, the Allies player may rearrange their units on the City Board in any way they choose. Then, the Axis player may rearrange their mechanized infantry, tank, and assault gun units on the Region Board into any territories containing an Axis Control Marker. In both cases, stacking limits must be observed.

OPTIONAL RULES CARDS

Optional rules cards are recommended to add some unexpected events and to shake things up after having played several times. Place each rules card you have chosen to use below the Round Track, so players are constantly reminded of them.

Bad Weather Sorties

Air units can attack and defend during bad weather rounds, but they suffer a **-1** penalty to their attack and defense values.
Historical Footnote: *Some pilots preferred to fly in bad weather, as there was less chance of enemy interference, but their time over the target was typically short.*

Luftwaffe Priorities

At the beginning of each Axis Reinforcement phase, the Axis player rolls 1 die. On a result of 6, they must, if possible, destroy 1 German air unit of their choice. If a unit is lost in this way, the Axis player immediately gains RPCs: 10 if playing the *Race to Stalingrad* scenario; 5 if playing the *Operation Uranus* scenario.
Historical Footnote: *Other theaters, such as North Africa, sometimes drew away air assets against the wishes of General Paulus.*

Heroes of the Soviet Union

At the end of each Allies Movement phase, the Allies player rolls 1 die. On a result of 6, they must, if possible, destroy 1 Soviet unit of their choice in any contested zone. If a unit is lost in this way, 1 hit is inflicted on the Axis in that zone (the Axis player chooses the casualty, which is removed immediately). If all land units on one or both sides in the zone are eliminated, remove any Combat Marker from that zone, unless any remaining land units are owned by the side that does not control it (control can change only as a result of combat).
Historical Footnote: *While most heroic acts were exaggerated for greater propaganda impact, there were hundreds of cases of selfless acts that slowed down the Axis juggernaut.*

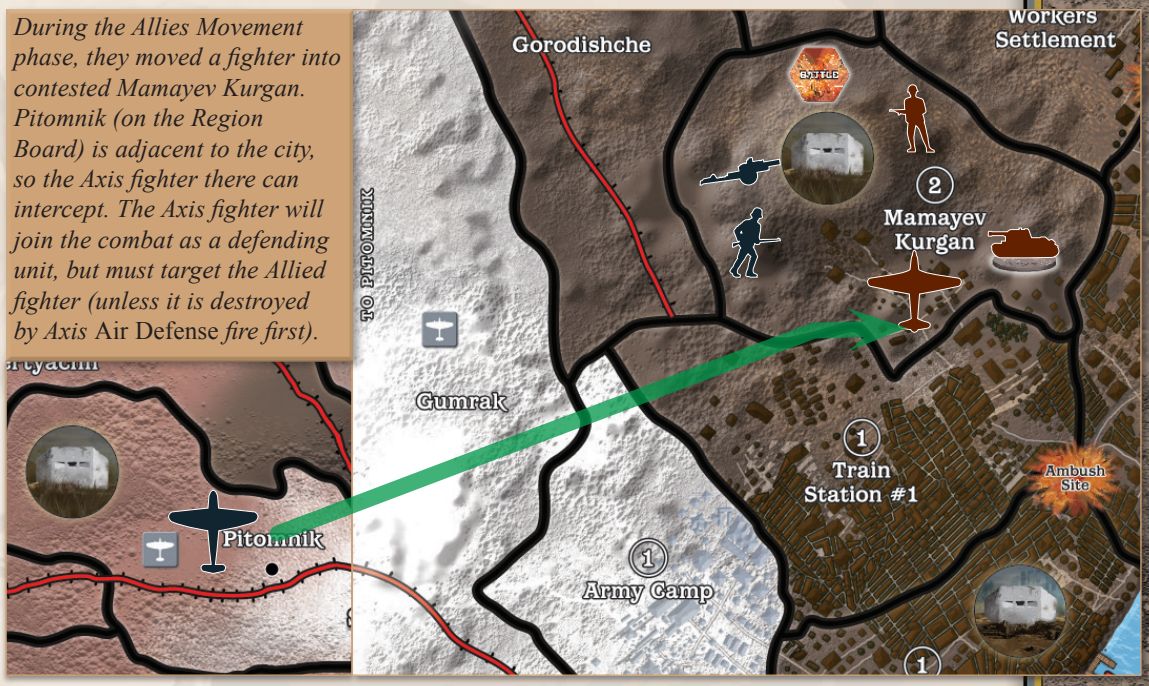
The final two optional rules cards are recommended for expert players, even those new to this game, to maximize strategic options.

Interdiction

During their side's Reaction phase, as an alternative to their standard *Air Defense* targets, artillery in an uncontested zone may fire at a bomber performing *Air Transport* that is delivering its cargo to an **adjacent** zone. This applies only to zones that are actually adjacent to one another. For example, artillery in zones adjacent to the city on the Region Board may fire only into adjacent zones on the City Board, not into any zone on the City Board.
Historical Footnote: *A ring of Soviet anti-aircraft artillery around Pitomnik made it dangerous to fly aircraft anywhere near it, yet many did.*

Interceptors

At the beginning of their side's Reaction phase, fighters that are in a zone that is **adjacent** to either a zone or a Volga Crossing that is **under enemy air attack** may move (scramble) to the attacked location and join the combat as defenders, and **must** choose to target air units **when possible** (see "Fighters," page 22). Note that an attacking air unit can still be intercepted, even if it did not move. In the case of a Volga Crossing, the attack is resolved as a round of combat (any land unit on the crossing may not fire), with the intercepting fighter(s) defending and also eligible to be taken as casualties normally (bombers may still target a ferry or a land unit on an ice bridge). For the purposes of this rule, all zones on the City Board are considered to be adjacent to one another and to all Volga Crossings in Stalingrad, and all zones adjacent to the city on the Region Board are considered to be adjacent to all zones and Volga Crosings on the City Board. Srednyaya Akhtuba is adjacent to Stalingrad, Dubovka, Rynok, Pitomnik, Beketovka, and Krasnoarmeysk. Surviving scrambled air units must return to their original zones at the beginning of the other side's subsequent Air Unit Landing phase.
Historical Footnote: *Air-to-air combat accounted for more air losses than anti-aircraft artillery during the Stalingrad campaign.*



During the Allies Movement phase, they moved a fighter into contested Mamayev Kurgan. Pitomnik (on the Region Board) is adjacent to the city, so the Axis fighter there can intercept. The Axis fighter will join the combat as a defending unit, but must target the Allied fighter (unless it is destroyed by Axis Air Defense *fire first).*

This Axis bomber is attacking the ferry servicing the gray sector. Srednyaya Akhtuba (on the Region Board) is adjacent to the city, so it is considered to be adjacent to all zones inside the city and all Volga Crossings. As such, the fighter there can intercept the bomber, but not before it drops its bombs (fires). If the bomber scores a hit, the Axis can choose to target the ferry (which also destroys the crossing infantry) or allow the Allies to choose between the ferry and the fighter as the casualty.

AXIS & ALLIES GAME PIECE DIRECTORY

	Infantry	Mechanized Infantry	Artillery	Tank	Assault Gun	Rocket Launcher	Fighter	Bomber
Germany		Sd.Kfz 251 Halftrack	leFH 18 10.5 cm Howitzer	Panzer III	StuG III	—	BF-109	HE-111
Minor Axis		—	Cannone da 75/32	—	—	—	—	—
Soviet Union		ZIS 42 Halftrack	105mm Howitzer	T-34	—	Katyusha Rockets	Yak 3	Petlyakov PE-8

Other Tokens	Tank Factory	Artillery Factory	Ferry	Ice Bridge

Axis & Allies
STALINGRAD

AXIS & ALLIES: STALINGRAD

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