Storm Over Stalingrad

Rulebook

MMP

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Storm Over Stalingrad

1.0   Introduction

Storm Over Stalingrad is a 2-player wargame simulating the Battle of Stalingrad from October to November 1942. One player controls the German army, and the other player controls the Soviet army. The game uses a simplified version of the Area–Impulse System, first introduced in Avalon Hill's "*Storm Over Arnhem*". The game is 6 turns long, at the end of which time the winner is determined.

2.0   Components

- Rules
- 2 Maps
- 1 Countersheet
- 1 Deck of 55 Tactical Cards
- 2 Dice

2.1   Counters

The game contains two types of counters: units and markers

2.1.1 Units

All the units are either battalion or regiment–sized for the Germans (black or grey counters) and regiment, brigade or division–sized for the Soviets (light brown counters). Each unit has a face side ("fresh" side) and a back side ("spent" side). You can differentiate these two, as the back side is a paler color than the front side. A unit with its face side up is in its fresh state and can still perform an action that turn (see 6.1). A unit with its back side up is in its spent state and can no longer perform actions that turn.

On the front of each unit are 3 numbers going across the bottom. These values represent the unit's firepower, defense, and movement. On the back of the counter, there is only one number in this location, which represents the unit's defense. (Units cannot fire or move when they are in their spent state.)

The symbols in the center of the counter show the type of unit, either infantry, motorized infantry, mechanized infantry, armor, or reconnaissance. For the German units, the symbol is color–coded to match their division. For example, all the units of the 100th Division are red.

The unit's division is given at the top of the counter, and below that the unit's ID number is given. Some German units are considered to be independent units, and have no division shown on their counter.

If there is a letter enclosed in a circle to the left of the unit's symbol, this is the set–up identification letter for the area the unit is placed in at the start of the game (see 3.0). If there is a number enclosed in a circle to the right of the unit's symbol, this is the turn number in which the unit will arrive as a reinforcement (see 10.1).

The German units printed on black counters are the ones that withdraw from the game during the end phase of turn 3 (see 10.4).
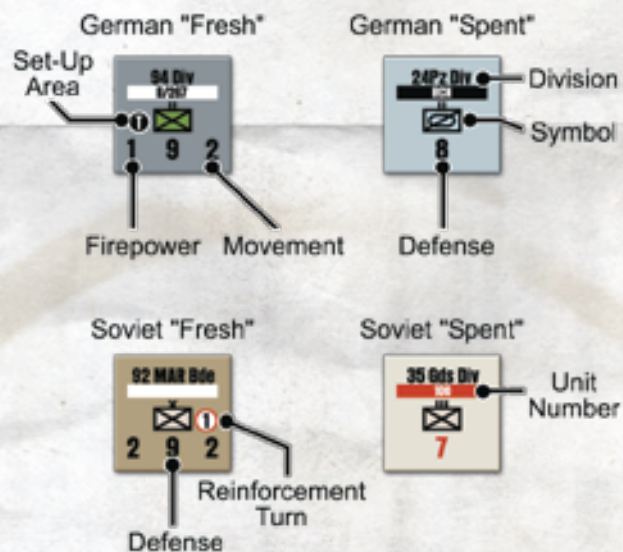
2.1.2 Markers

There are three types of markers in the game:

Control markers: If during play the control of an area changes from the side that controlled the area at the start of the game to the other side, place one of these markers in the control box of the area (with the appropriate side face up to indicate which side now controls this area). Rarely, players may run out of control markers, in which case a fire marker may be substituted and placed in the control box.
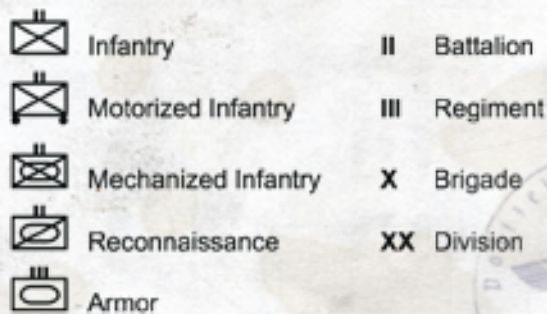
Fire markers: If during play a unit in an area fires into an adjacent area, then this marker is placed with the appropriate side face up to indicate which side fired.

Turn marker: This marker is placed on the Game Turn Track to indicate the current turn.

Units

German "Fresh"   German "Spent"

Soviet "Fresh"   Soviet "Spent"

Symbols

⊠ Infantry   II   Battalion
⊠ Motorized Infantry III   Regiment
⊠ Mechanized Infantry X   Brigade
⊡ Reconnaissance   XX   Division
⬚ Armor

2.2 Game Map

The game map is printed on two 21" by 14" mapsheets, and should be laid out on a flat surface so that they line up.

2.2.1 Areas

The game map is separated into multiple areas. There are two types of areas represented on the map, general areas and ferry landing boxes.

General Areas: The general areas contain the name for the area, an area control box showing the side that controls the area at the start of the game, and the defensive value for the terrain. Note that the areas with a defensive value of 3 are the areas that are used to determine who wins the game. It may also contain an identification letter for the area (used for unit set–up).

One area, Mamayev Kurgan (set–up area G) allows the side that controls it to receive an extra tactical card (see 5.1).

Ferry landing boxes: The ferry landing boxes are the locations where the Soviet reinforcements are placed when they arrive (see 10.3).

2.2.2 Charts and Boxes

Game Turn Track: The turn marker is placed here to show the current turn number (see 4.0).

Eliminated Unit Box: Destroyed units are placed in this box (see 9.0).

Tactical card box: Each player's stack of cards is placed in one of these boxes (see 5.0).

2.3 Tactical Cards

The deck of 55 cards contains 27 German tactical cards and 27 Soviet tactical cards, plus 1 proof of purchase card (which is not used in the game). These are separated into two stacks, one with all the German cards and the other with all the Soviet cards. You can differentiate the cards by the colors on the front of the cards. (The German cards have blue fronts, the Soviet cards have red fronts.)

3.0 Setup

To determine which player is playing the Soviet side and which player is playing the German side, use the following method. Both players write down the minimum number of areas with a defensive value of 3 they want the Soviet player to have to control to win the game (this value must be at least one). Both players reveal their bids at the same time, and the player that wrote a larger number becomes the Soviet player. He must control at least this number of areas with a defensive value of 3 at the end of the 6th turn in order to win. If both players pick the same number, then the sides are determined by mutual agreement or the roll of the dice. We suggest that players new to the game bid either two or three.

Each player then places his units face up either in the area corresponding to the one given on the counter, or if the unit will be arriving as a reinforcement, on the turn number in which it will arrive. Note that three Soviet units have a setup area of L and can be set up in any ferry landing box.

Each player shuffles their cards and places them face down on the board in their respective tactical card box.

Finally, place the turn marker on the Game Turn Track in the turn 1 box.

Map Key

General Area
- Defensive Value
- Set-Up ID
- Initial Control
- Name — BARRIKADY GUN FACTORY

DZERZHINSKY TRACTOR

Ferry Landing Box — L

NORTHERN FERRY LANDING

Volga River

Turn Track — GAME TURN TRACK

3 SOVIET	4 SOVIET	4 SOVIET
1	**2**	**3**
6 GERMAN	6 GERMAN	6 GERMAN

4.0   Sequence of Play

The game progresses through 6 turns. For each turn the following sequence is performed:

Each player draws cards as indicated by their side's card number on the Game Turn Track (see 5.1).

Both players perform alternating impulses. Normally, the German player takes the first impulse each turn (see 6.0).

A player may "pass" if he does not wish to perform any actions for his impulse. If a player has no units that can perform actions and does not have any cards remaining in his hand, he automatically passes.

When both players pass as their impulse in immediate succession, the turn enters the end phase.

During the end phase, cards may be discarded (see 5.3), with the German player discarding first. Next, all units are flipped to their face-up ("fresh") side. All fire markers are removed from the map. Both players receive their reinforcements for the turn, and places them within the allowed areas, with the German player going first (see 10.2). At this point the turn ends. If the current turn is turn 6, the game ends, otherwise the turn marker is advanced one space on the Game Turn Track, and the sequence of play is repeated.

Play note: During the end phase of turn 3, the German player must withdraw the appropriate units (see 10.4).

5.0   Tactical Cards

5.1   Receiving Cards

At the start of each turn, each player draws cards from his stack to get the number of cards in his hand up to the appropriate value, as indicated on the Game Turn Track. Note that there is one value for the Soviet player and another value for the German player. Additionally, each turn, the player who controls Mamayev Kurgan has this printed value increased by 1.

5.2   Playing Cards

When playing cards, any directions given on the card take priority over the normal rules and if the card does not indicate any special rules, then the normal rules are applied.

When the card text starts with "For your impulse…" or "As your impulse…" the effects of the card are performed and count as that player's entire impulse. A player may only play one card of this type in his impulse.

Other cards can be played when the restrictions on the card are fulfilled, regardless of which player's impulse it is. There are some cards where a player may wish to play multiple versions of the card together. These cards are Defensive Fire, Anti–Tank Guns, Mines, Rubble, Dive Bombing and Engineer Support.

For Anti–Tank Guns, Rubble, and Engineer Support the effects of the card are cumulative. (Play note: for Rubble, the first card doubles the defensive value of the terrain, and the second card would triple the defensive value, and all three cards would quadruple the defensive value.) For Defensive Fire, Mines and Dive Bombing each card is resolved indi-

vidually. So, if two Dive Bombing cards are played, resolve the first one, and then resolve the second one.

If the German player plays the Overrun card, and moves into an area where the Soviet player plays the Mines card (providing the German player does not play a Sniper card to negate the Mines card) all the German units flip over to their "spent" side, and are then attacked by the Mines. The German units may not fire.

If the German player plays the Overrun card, and moves into an area where the Soviet player plays the Defensive Fire card (providing the German player does not play a Sniper card to negate the Defensive Fire card) the German units are able to fire at the Soviet units (and then flip over to their "spent" side), and then the remaining Soviet units fire back using the Defensive Fire card.

Once a card has been played, it is placed in front of him in his discard pile, face up.

5.3   Discarding Cards

During the end phase, if a player has cards left in his hand, he can choose some, all, or none of them to discard and place in his discard pile in front of him. Any cards not discarded during the end phase are kept for the next turn, and these count towards that player's hand size.

5.4   Replenishing Discards

Each player keeps his discards separate from the other player's discards. At the beginning of a turn, if a player does not have enough cards remaining in his stack to replenish his hand, he combines his discards with the remaining cards in his stack, and shuffles them to form a new stack.

6.0   Impulses

The current impulse player can perform any one of the following actions for his impulse:

6.1   Unit Actions

The player selects an area, and the face–up ("fresh") units of his side in that area may perform either movement (see 7.0) or fire (see 8.0) as the action. The Soviet player can choose to have any number of his fresh units in an area perform the action. The German player may only choose some or all of the fresh units from the same division, plus any fresh independent units in the area, to perform the action. Remember that the unit symbols are color–coded by division for the Germans, and it is often easiest to keep units of the same division stacked together.

All units selected to perform the action must perform the exact same action. For example they must all fire at the same area or move into the same area (the Overrun card can change this restriction).

Once units have performed an action they are flipped over to their "spent" side.

It is acceptable for only some of a player's units in an area to participate in an action, and those that do not participate in the action for the impulse are not flipped over.

6.2 Card Actions

If a player plays a card which has text beginning with "For your impulse…" or "As your impulse…" this card counts as his action for the entire impulse.

7.0 Movement

Units have a number of movement points equal to the movement value on the counter. If a unit has insufficient movement points to enter an area, it may not move to that area.

It costs 1 movement point to enter an adjacent area. If entering an area currently under enemy control and/or containing at least one enemy unit, it costs 1 additional movement point. If moving out of an area currently under enemy control and/or containing at least one enemy unit, it costs 1 additional movement point.

Whether or not extra movement points are required is determined separately for each and every area of the move at the moment the movement is made. For example, if a German unit enters an adjacent Soviet–controlled area that is empty of Soviet units, it would cost 2 movement points. Once the German unit enters the area, control is transferred to the German player, so if the unit were to continue moving there would be no need to pay an extra movement point for leaving an enemy–controlled area.

All units performing a movement action as a stack in the same impulse must move together from the starting area to the destination area (the Overrun card allows an exception to this). If the units have differing movement values, the stack

Movement Example

In the example to the right, the Soviet player may as his impulse move the lone unit to an adjacent area. To move to the empty area, it would cost 1 movement point. If the Soviet unit was to move to the area that is German controlled, it would cost 2 movement points (1 to move to the area, plus 1 as the area being moved to is enemy controlled). Finally, if the Soviet unit was to move to the area containing the spent German units, this would also cost 2 movement points (1 to move to the area, plus 1 as the area being entered contains German units). Even if this area was German controlled, it would still only cost 2 MP to move into it, as the additional 1 movement point is for either enemy units or enemy control. If the area contains both enemy units and is enemy controlled, this has no additional effect.

Rather than moving the lone Soviet unit, the Soviet player can decide as his impulse to move the two Soviet units in the area which contains the German units (he could also decide to just move one of these units if he wished). If both units are performing the action together for the impulse, they must move together to the same area. If they are to move to one of the areas that does not contain any German units or a German control marker, it will cost 2 movement points (1 to move to the area, plus 1 as the area being left contains German units). To move to the area that is German controlled, it would cost 3 movement points (1 to move to the area, plus 1 for leaving an area with German units, plus 1 for entering an area that is German controlled). As the Soviet units are moving together as a stack, the stack has a number of movement points equal to the unit with the lowest movement value, in this case 2. So the stack does not have enough movement points to move to the German–controlled area.

has a number of movement points equal to the lowest movement value of any unit in the stack.

If the German player plays the Overrun card, he may split his stack of units and move them into different areas, either before or after they have fired.

Each player may have up to 10 units in the same area at any time. Movement that would result in more than 10 units to be in an area is not allowed. For example, if a player has an area with 8 units in it, he may not move a stack of 3 units into, or through that area.

Once the units have finished moving, they are flipped over to their "spent" side.

In each impulse, only one unit, not a stack of units, may be moved from a ferry landing box to the adjacent area.

8.0 Fire

Fire can be performed by units with firepower of 1 or more, or as by directed by a card. If a stack of units fire, they must all fire into the same area.

8.1 Fire From a Unit

Fire from a unit or stack can be performed against enemy units in the same area the unit or stack is in, or at enemy units in an adjacent area (but they may not fire at units in a ferry landing box). If units fire into an area that contains both enemy and friendly units, the fire does not affect the friendly units in any way.

When firing into an adjacent area, a fire marker is placed in the firing unit's area, with its appropriate nationality symbol face up, to indicate which side fired. Note if the Russian Ammo Shortage card is played, a fire marker is not placed.

Once a unit has fired, it is flipped over to its "spent" side.

8.2   Fire from a Tactical Card

If fire is taking place from a card, follow the directions printed on the card. Once the card has been resolved, it is placed in the discard pile.

8.3   Sequence of Resolving Fire

Fire is resolved in three steps. First, the number of attack points is determined, then the number of defense points is determined, and lastly, the number of damage points is determined and then applied.

8.3.1 Determining Attack Points

To calculate the number of attack points, roll 2 dice and add their values together. To this number add the total of the firepower values of all the firing units. This will give the total number of attack points.

Fire and Damage Example

In the example shown below, the two Soviet units perform their impulse together, and will fire into the German–controlled area containing the three German units. To determine the number of attack points, the Soviet player rolls two dice, and to this the firepower of the two Soviet units is added (in this case the total firepower is 4). The Soviet player rolls an 11, so the total number of attack rolls is 15. The number of defense points for the German units is 12. The German unit with the highest defense value is 9, and as the area is German controlled, there is no German fire marker in the area, and the Soviet units are firing from a different area, the defense value of the terrain is added to the defense value. For this example, the defense value of the area is 3. Adding this number to 9 gives a total number of defense points of 12.

The number of damage points is now calculated, and it is 3 (15 minus 12). The German player determines how to assign the points, and there are several options. He could eliminate one of the "fresh" units (this takes care of all 3 points of damage). He could flip the two "fresh" units to their "spent" side, and retreat a "spent" unit (each of these takes care of 1 point). Or he could eliminate the spent unit and flip one of the "fresh" units over to its "spent" side.

If the German player retreats any of his units, they must move to an area he controls or one that does not contain any enemy units. In the example, if we only consider the visible areas, there are two eligible retreat areas. The Soviet–controlled area that has no units in it, or the German–controlled area containing both a German and Soviet unit. The German player must select the area that contains the fewest number of enemy units, so he will retreat his units to the area which is Soviet controlled and empty of any units. Note that once the retreat is complete, the area retreated into will become German controlled as it contains no Soviet units.

A Soviet fire marker is now placed in the area containing the units that fired.

8.3.2 Determining Defense Points

The number of defense points is equal to the largest defense value of any single unit being fired on in the target area, plus the defensive value of the terrain in the target area. However, if any of the following apply, the defensive value for the terrain is ignored:

The units being fired on are in the same area as the firing units.

The units being fired on do not control the target area.

If there is a fire marker that belongs to the side being fired on in the target area.

8.3.3 Determining Damage Points

The number of damage points is equal to the number of attack points minus the number of defense points. If the number of damage points is zero or fewer, the units being fired upon take no damage. If the number of damage points is one or more, the units being fired upon must apply this many damage points (if possible).

9.0   Applying Damage Points

When damage points are received, the player owning the units that are fired upon must apply all the damage points to his units in the target area. He uses the following method to assign the damage points, until all the points have been successfully assigned. The list below is the only way in which damage points may be assigned. No other permutations are allowed.

1 point

Flip a face–up ("fresh") unit face down ("spent").

or

Retreat a face–down ("spent") unit to an adjacent area.

2 points

Move a face–down ("spent") unit to the Eliminated Unit Box.

or

Flip a face–up ("fresh") unit to face-down ("spent") and retreat it to an adjacent area.

3 points

Move a face-up ("fresh") unit to the Eliminated Unit Box.

If a card allows the firing player to assign the damage points, the firing player assigns the damage points to specific enemy units. For example if the German player does 3 damage points against two Soviet units, he can assign all 3 points to one unit, or 2 points to one unit and 1 point to the other.

9.1   Application

While the player owning the units that received damage is free to choose how to apply the damage (unless a card indicates otherwise), as many of the damage points as possible must be applied. If more damage points are received than can possibly be applied, the excess points are ignored. For example, if an area contains only a single face–up unit, and 5 damage points have to be applied to the area, 3 points are applied by moving the unit to the Eliminated Unit Box, and the remaining 2 points are ignored.

9.2   Retreats

All retreats must be made to an adjacent area controlled by the side of the retreating unit or to an adjacent area that contains no enemy units. If there is no such area available, the retreat-ing unit is moved to the Eliminated Units Box.

When retreating, if there are multiple legal retreat destinations, the area selected is the one that contains the fewest number of enemy units (if tied, the retreating player may choose from among the tied areas). If there are multiple areas the units can retreat to, the retreating player can decide which area each unit goes, and the units do not all have to go to the same area.

If as a result of a retreat, the number of units for that side is greater than 10 in an area, the retreating units that cannot be accommodated retreat again, using the same procedure given above. If this next area cannot accommodate them, they must continue retreating. A unit may never retreat back to the area that was the target of the fire action. If there are no legal places for the units to retreat to, they are moved to the Eliminated Unit Box.

10.0 Reinforcements and Withdrawing Units

10.1   Reinforcement units

Players receive reinforcements during the end phase of a turn. Units arrive as reinforcements on the turn number shown on their counter (to the right of the unit's symbol).

10.2   Placing Reinforcement Units

The German player places his reinforcement units first, in any German controlled area, even if there are Soviet units in the area. Remember that there is a limit of 10 units per side in an area. If he has no valid areas to place his units, they are placed in the Eliminated Units Box.

The Soviet player must place his reinforcement units in any ferry landing box. If the Soviet player still has reinforcement units in ferry landing boxes from a previous turn, these units may be moved to a different ferry landing box.

10.3 Ferry landing boxes

Units in a ferry landing box may move to the adjacent area as normal.

No units may ever enter or retreat to a ferry landing box from another area.

Ferry landing boxes have no limit on how many Soviet units they can hold.

In each impulse, only one unit, not a stack of units, may be moved from a ferry landing box to the adjacent area.

Units in ferry landing boxes may never be the targets of any kind of fire, even from cards.

10.4   German Unit Withdrawal

German units with a black background rather than grey are removed from the game map during the end phase of turn 3.

If any withdrawing unit is already in the Eliminated Units Box, any other German unit of the same type (i.e., infantry, armor, etc.) on the map must be removed by the German player instead. If there are no units of the same type, the German player must remove any other German unit instead. Should the German not have enough units in play remaining to satisfy the withdrawal, the German player immediately loses the game.

11.0 Control of Areas

At the start of the game, the control of each area is shown by the marker printed in the area control box on the map. Each area starts either German controlled or Soviet controlled.

At any moment during any game turn, if the player controlling an area does not have a single unit in the area and the opponent has at least one unit in the area, control transfers immediately to the opposing side. Either place a control marker in the area control box if there is no control marker in the box (with the marker showing which side now controls the area), or remove a control marker if there is currently a control marker in the area control box.

Play Note: If a unit moves into an empty enemy–controlled area and is eliminated or forced to retreat due to the Mines card being played, control of the area does not change.

12.0 Victory conditions

At the end of turn 6, if the Soviet player controls at least the number of defensive level 3 areas he bid at the start of the game, the Soviet player wins. Otherwise the German player wins.

Overrun Example

In the example below, it's the German player's impulse. He plays the Overrun card, and elects to use the second option on the card, where he can move and then fire. The German player performs the action with the five units of the 94th Division and the independent armor unit (the 244th Regiment). Because of the action restrictions, the German player cannot activate the unit of the 100th Division, which is also in the area as it belongs to a different division. The German player gives the Soviet player time to respond to the Overrun card. The Soviet player decides not to play a card right now.

The German player moves a stack of three units from the 94th Division into the area with a single Soviet unit, and a stack of the other three units into the area with two Soviet units. The unit of the 100th Division is left behind. As the two stacks complete their movement, the Soviet player plays two cards. In the area with the single Soviet unit he plays the Mines card, and in the other area he plays the Defensive Fire card. The German player attempts to negate the Mines card by playing a Sniper card. The Soviet player responds with his own Sniper card. This initiates a sniper duel. Both players roll a die. The German player rolls a 4, and the Soviet player a 4, so the Soviet player wins the sniper duel, and both Sniper cards are placed in their respective discard piles. So the current situation is that the two stacks have moved into the two areas, and one faces a Mines card and the other faces a Defensive Fire card.

Taking care of the area with the Mines card first, the stack of German units immediately flips over to their "spent" sides (and will not be able to fire as part of the Overrun). The Soviet player now rolls two dice. He rolls a 6. Subtracting 4 from this means the German player has to assign 2 damage points to his units. He can either eliminate one of the "spent" units, or retreat two "spent" units. He elects to retreat two units to the area they started the action in, leaving one unit in the Soviet–controlled area.

In the other area, the German units that moved in now get to fire before the Defensive Fire card is resolved. The German player rolls two dice and rolls a 5. To this he adds 5 (the total of his firepower values), to get a total of 10 attack points. The Soviet player has 9 defense points, as he doesn't get the defense value of the terrain because the German units that are firing are in the same area as the Soviet units. The Soviet player has 1 damage point to apply, and flips over one of his units to its "spent" side. All the German units now flip over to their "spent" side. The remaining "fresh" Soviet unit now fires back, using the Defensive Fire card. The Soviet player rolls two dice, and rolls a 10. To this he adds 2 to get 12 attack points. The German player has 11 defense points, so the German player has to assign 1 damage point. His only option is to retreat a unit (as his three units in the area are already spent), so he retreats one of the units from the 94th Division back to the area it started from. After this attack has been resolved, the Soviet unit does not become spent, as detailed in the Defensive Fire card.

All the cards that were played are now placed in their respective discard piles.

13.0 Credits