Savage Streets
The Battle for Central Stalingrad

1.0 Introduction

This Area-move game is inspired by the system used for the Pocket Battle Game Rattenkrieg published by Turning Point Simulations. This game is designed both as a two-player game and as a solitaire game (in the solitaire game the player takes the German side).

Savage Streets covers the desperate battle between the German 6th Army and the Soviet 62nd Army for control of central Stalingrad and the all-important ferry landings during the two week period from September 14th to September 27th, 1942.

1.1 Dice

This game requires eight six-sided dice which the player must provide. Unless otherwise noted, a dr refers to rolling one six-sided die while a DR refers to rolling two or more six-sided dice.

1.2 Stacking Limits

1.21 Up to three Combat Units (i.e. Regt H.Q., Infantry (which includes Engineer or Pionier), Armor or Anti-tank) per side plus one additional Armor/Anti-tank unit per side plus one additional Regt H.Q. (German only) plus three Event Chits (Soviet only, this limit includes both revealed and hidden Event Chits) may stack in any Area during setup, at the start of the Reinforcement Phase, and at the end of the Movement Phase. Any units in excess of stacking limits are eliminated (by the owning player) after the end of a Movement Phase. A revealed Fanatic Strongpoint counts as an Event Chit for stacking purposes.

1.3 Area Control

1.31 An Area is Controlled by the last side that solely occupied it. However, at the end of combat if an Area is occupied by units of both sides it is a Contested Area and Controlled by neither side. Area Control markers can be placed in an area to show who controls it, and this marker does not count towards the stacking limit.

1.4 Sequence of Play

After set-up (see 1.5), the following sequence of play is followed each turn:

Place German Reinforcements (**2.1**)
Place Soviet Reinforcements (**2.2**)
Place Soviet Event Chits (**3.0**)
Soviet Movement Phase (except Turn 1) (**4.0**)
German Movement Phase (**5.0**)
Combat Phase (**7.0**)
End of Turn Phase (**8.0**)

1.5 Set-up

1.51 The Soviet player places his 20 Event Chits into an opaque container, hereafter referred to as the Chit Draw Pile. Many of these will be drawn during the course of the game.

1.52 The Soviet player examines and places each of the 9 yellow-striped at-start units in any **numbered** Area, face down. The stacking limits (see 1.21) must be observed at the end of the Soviet set-up.

1.53 Place a Soviet control marker in each numbered area.

1.54 Place the Turn marker on the Turn 1 space of the Turn Record. Place the German Stuka counter on its available side next to the map.

2.0 Reinforcement Phase

If there are any reinforcement units with an entry turn of the current turn number, they are placed on the map.

2.1 First the German player places each of his units, full–strength side up, in either Areas A, B or C (color coded by division, Black stripes in Area A, Green stripes in Areas B or C). Non–Divisional armor units are not restricted to which letter area they are placed in. Stacking limits apply at the end of placement, any units in excess of the stacking limits are eliminated.

2.2 Next the Soviet player places each of his reinforcing units face–down:

a.   If Area 7 and/or 8 is Soviet Controlled, he can place his units in any Soviet–Controlled or Contested Area that can trace a continuous chain of Soviet–Controlled or Contested Areas back to a Soviet–Controlled Area 7 or 8.

b.   If both Area 7 and 8 are Contested, he can place his units in Area 7 or 8. These reinforcing units are considered to be arriving under fire and a dr is made by the German player for each reinforcing unit to see if the unit may be placed in the Area; a dr result of 1 or 2 results in a successful landing and the reinforcing unit is placed in the Area; a dr result of 3 or 4 results in the reinforcing unit being turned away—it may attempt to enter on a later turn; a dr result of 5 or 6 eliminates the reinforcing unit.

c.   If both Areas 7 and 8 are German controlled, the units cannot be placed and they are delayed to the next turn.

If the Unit has a red circle for its turn of entry, it has special placement rules, and the placement rules are modified as follows. For cases a and b above, Area 6 can also be used for reinforcements in addition to Areas 7 and 8, but there is no die roll for arriving under fire if Area 6 is contested. For case c above, if Area 6 is German controlled, the unit **can** be placed

German Units

71st Division

III/211 ❄ 6
3 - 2
Infantry

III/211 ❄
2 - 2
Depleted

Battalion/Regiment ID

Movement Allowance

295th Division

295/PNR 2
2 - 2
Pionier

518/Henze 2
2 - 2
Regt H.Q.
(Regimental Headquarters)

Non-Divisional Armor

245 StuG 6
2 - 3

Combat Value

Turn of entry

Flak 1
1 - 3

Soviet Units

At–Start Unit

6 Tank
1
Armor

Combat Value

10 NKVD
0
Infantry

Reinforcement

ENG/13 Gds 5
1
Engineer

13 Gds AT 3
1
Anti-Tank

Turn of entry Special Placement

Soviet Event Chits

Fanatic Strongpoint

Ambush

Sniper

Dummy

Molotov Cocktails

Artillery +1 Die

Guards Counterattack +1 Die

in Area 6, but a die roll is made for the unit due to arrving under fire, as described in 2.2b.

3.0 Place Soviet Event Chits

Each and every turn, including turn 1, the Soviet player then draws three Event Chits from the Chit Draw Pile, inspects them and then places each of them face-down in **any** Soviet-Controlled or Contested Area. They may be placed in the same or different areas, providing the stacking limits (see 1.21) are observed. These Event Chits may be concealed within stacks of units if the Soviet player wishes.

4.0 Soviet Movement Phase

4.1 There is no Soviet Movement Phase on Turn 1; during the Movement Phase of all subsequent turns the Soviet player may move each of his Combat Units and face-down Event Chits into an adjacent numbered Area (but not into a lettered Area). If the Area the Soviet unit is leaving is a Contested Area, then it is not allowed to enter a German-occupied Area (it may enter a German-controlled Area that is vacant of German units) (Exception: Optional Soviet SMG Companies Rule, see 9.5).

4.2 After movement, any face-up Soviet units that are in an area without any German units are flipped face–down. Face-down units in Areas containing German units remain face-down for now.

4.3 If a Soviet unit enters an empty area that is German controlled, it now becomes Soviet controlled.

5.0 German Movement Phase

5.1 The German player may move his units into adjacent Areas (numbered or lettered), with each Area entered costing 1 Movement Point. He may move a unit as far as he wishes, until the unit's Movement Points have been exhausted. Should a German unit enter an area containing any Soviet units, a revealed Fanatic Strongpoint, or hidden Event Chits, it must immediately stop and end its movement. He may move directly from a Contested Area to an Area containing Soviet units.

5.2 If a German unit enters a Soviet controlled area that is empty, it immediately becomes German controlled, and the German unit may continue moving.

5.3 At the end of the German Movement Phase, all Soviet face-down units in an Area containing German units are now flipped face-up, along with all Event Chits.

6.0 Soviet Event Chits

In each Area with a revealed Soviet Event Chit each Event Chit is resolved (if possible) as follows:
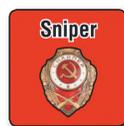
6.1 Sniper: If there is currently a German Regt H.Q. in the area, the Soviet player rolls a dr for each Sniper Event Chit; a dr result of 1 or 2 has no effect, a dr result of 3 or 4 the Regt H.Q. is Suppressed (see 7.1), and on a dr result of 5 or 6 causes the Regt H.Q. to flip over to its depleted side (or if already depleted the Regt H.Q. is eliminated). If there are multiple German Regt H.Q. in the Area, each Sniper Event Chit only attacks on of the Regt H.Q.s, selected by the Soviet player. If there are multiple Sniper Event Chits to be resolved, they may target the same or different Regt H.Q. units. After resolution (or if there are no German Regt H.Q. in the Area) the Sniper Event Chit is placed back in the Chit Draw Pile.
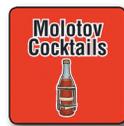
6.2 Molotov Cocktails: If there is currently one or more German Armor units in the area, the Soviet player rolls a dr for each Molotov Cocktail Event Chit; a dr result of 1 or 2 has no effect; a dr result of 3 or 4 the Armor unit is Suppressed (see 7.1), and a dr result of 5 or 6 causes the Armor unit to flip over to its depleted side (or if already depleted the Armor unit is eliminated). If there are multiple German Armor units in the Area, each Molotov Cocktail Event Chit only attacks one of the Armor units, selected by the Soviet player. If there are multiple Molotov Cocktail Event Chits to be resolved, they may target the same or different Armor units. After Combat resolution (or if there are no German Armor units in the Area) the Molotov Cocktail Event Chit is placed back in the Chit Draw Pile.

6.3 Artillery: Add a die to the Soviet Dice Pool in the upcoming Combat Phase in this area. After the attack is resolved in the Combat Phase the Artillery Event Chit is placed back in the Chit Draw Pile.

6.4 Ambush: If there is currently one or more German Combat units (**Exception:** German Regt H.Q. are never affected by Ambush) in the Area, the Soviet player rolls a dr for each Ambush Event Chit; a dr result of 1 or 2 has no effect, a dr result of 3 or 4 the Combat unit is Suppressed (see 7.1), and a dr result of 5 or 6 causes a Combat unit to flip over to its depleted side (or if already depleted the Combat unit is eliminated). If there are multiple German Combat units in the Area, each Ambush Event Chit only affects one of the Combat units, selected by the Soviet player. If there are multiple Ambush Event Chits to be resolved, they may target the same or different combat units. The Soviet Player selects the targets for all ambushes before resolving any of them. After resolution (or if there are no German Combat units in the Area) each Ambush Event Chit is placed back in the Chit Draw Pile.

6.5 Fanatic Strongpoint: During the Combat Phase, add 1 star (see 7.1) to the Area it occupies, and it may never move after it is revealed. A hit may be scored on (thus eliminating) a Fanatic Strongpoint Event Chit once all other Soviet units in the Area are eliminated. After Combat resolution if the Fanatic Strongpoint Event Chit was eliminated it is returned to the Chit Draw Pile (otherwise it remains in the area). Only one revealed Fanatic Strongpoint Event Chit at a time may occupy an Area, and any excess Fanatic Strongpoint Chits are removed if revealed and placed in the Chit Draw Pile.

6.6 Guards Counterattack: Add a die to the Soviet dice pool in the upcoming Combat Phase in this area. The Soviet player wins combat if there is a tie, even if a German Regt H.Q. is present. If the Soviet player wins the combat, all Soviet units remain in the area and for each Soviet die roll greater or equal to the German's highest die roll, a hit is scored; any hits scored in this manner are in addition to the hit scored per 7.32. After the attack is resolved in the Combat Phase the Counterattack Event Chit is placed back in the Chit Draw Pile.
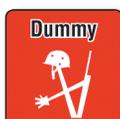
6.7 Dummy: The Dummy Event Chit is placed back in the Chit Draw Pile. If no other Soviet Combat units, Artillery or Fanatic Strongpoint Event Chits are in the Area the German player may treat this as a breakthrough (see 7.31).

7.0 Combat Phase

After the Event Chits are resolved, in each Area containing both German and Soviet units and/or remaining Event Chits, combat will take place. Resolve each Area combat one at a time, with the German player selecting the order.

7.1 For each combat Area, determine the number of dice each side will roll in the battle. To do this, the Soviet player adds up

the Combat Value of all the Soviet units in the Area, plus the number of stars in the Area (1, 2 or 3) plus 1 additional star if a Fanatic Strongpoint Event Chit is in the Area to get his total combat Value. One star is subtracted if the battle Area is German-Controlled. The German player adds together the Combat Value of all his participating units in the Area *(Exception: a Suppressed unit has a Combat value of '0' and no Optional Special Unit Capabilities, see 9.0)*.

The side with the greatest total Combat Value gets to roll two dice. The other side rolls one die. If the total Combat Values are equal, both sides roll two dice. If the side with the greatest total Combat Value has more than double the total Combat Value of the other side, that side rolls an additional die.

The Soviet player adds one die for each Artillery Event Chit and Guard Counterattack Event Chit revealed in the Area that turn.

The German player can add one die if he places his Stuka counter in the Area. The Stuka counter can be placed in any one Area per turn by the German player at the start of combat in an Area (before any dice are rolled for that Area). Once the combat has been resolved, flip the Stuka to the "Used Stuka" side and place it next to the map.

7.2 The dice (or die) are rolled. The side with the highest die roll wins (do not add the dice together). In the case of a tie the side with the most high rolls wins. If still tied the Soviet player wins, unless there is a participating non-Suppressed Regt H.Q. with another participating German combat unit that is not a Regt H.Q. in the area, in which case the German player wins.

Example A: German die roll is a 4 vs. Soviet rolls of 2 and 3 - a German win (for the single highest die roll).

Example B: German die rolls are 4 and 5 vs. Soviet rolls of 5 and 5 - a Soviet win (for most number of high dice).

Example C: German die rolls are 6, 5 and 4 vs. a Soviet roll of 6 - a tie, becomes a Soviet win (unless there is a non-Suppressed Regt HQ in the Area with another non-Regt HQ German Combat unit, in which case it would be a German win, and the Regt HQ would suffer the hit when damage is applied, see 7.32).

7.3 If the Soviet wins the combat, all Soviet units remain in the Area. If the German wins the combat, for each die roll greater than or equal to the Soviet's highest die roll, a hit is scored. For each hit scored by the German player on the Soviet player, a Soviet unit in the Area is eliminated (the Soviet player decides which unit is eliminated). If there is a Fanatic Strongpoint in the Area it is the last unit to take a hit in the Area.

7.31 If the number of hits scored in an Area is greater than the number of Soviet units in the Area, the German has achieved a breakthrough and may immediately move the units to an adjacent vacant or Soviet-occupied Area (but **not** an Area that already contains both Soviet and German units). Not all the German units have to move, but those that do must move to the same Area. If the Area the German unit(s) move into contains Soviet units, the Soviet units are flipped over, and the combat in this area is resolved immediately using the normal combat procedure, and the Stuka may be used for the breathrough combat if it has not yet been used for this turn. Units that have performed one breakthrough may not perform additional breakthroughs in the same turn.

7.32 In all cases, following combat resolution one German unit in the battle Area suffers a hit and is flipped to its depleted side or eliminated if already depleted (**Exception:** if the only Soviet counters in the Area are Artillery Event Chits and/

or Fanatic Strongpoint Event Chits, the German only suffers a hit if he loses the combat). The German player decides which unit is flipped or eliminated. (**Exception**: if a non-Suppressed Regt H.Q. participated in the Combat and the result was a tie **and** the highest Soviet dr was a 6 then the Regt H.Q. must suffer the hit). This elimination takes place before any breakthrough movement (see 7.31), and if there is a second combat due to any breakthrough, a second hit is applied.

7.33 If after combat there are both German and Soviet units in the area, the area is now Contested, and remove any control markers in the area. If only one side remains in the area, that side controls the area, and the appropriate control marker is placed in the area.

8.0 End of Turn Phase

8.1 The German Player wins immediately at the end of any turn if no Soviet counters remain on the map.

8.2 Advance the Game Turn marker to the next turn and flip the German Stuka counter to its fresh side, and then repeat the turn sequence starting with the Reinforcement Phase. If the Game Turn marker was already on turn 9, the game comes to an end. The German wins at the end of Turn 9 if Areas 7 and 8 are both German-Controlled, providing he can trace a path of German-Controlled Areas from Areas 7 and 8 to one of the German Entry Areas (A, B or C). Otherwise the Soviet player wins.

9.0 Optional Special Unit Capabilities

The following rules are optional, and any may be added if both players agree to them.

9.1 Engineer/Pionier Company

Prior to combat a player (German player decides first) may choose to add 1 to a single die of his combat resolution dice roll (the die is chosen after the dice have been rolled) if the combat Area contains at least one of his Engineer Companies (if Soviet) or participating Pionier Companies (if German). The final result may never exceed 6 for a single die. If the player using his Pionier or Engineer loses the combat, the Engineer or Pionier Company **must** suffer the first hit (for the Pionier Company this will be the only hit the side suffers, unless 9.6 has been added). If a Regt HQ is also required to take a hit the German player decides which of these two units takes the hit.

9.2 German Armor

9.21 Unopposed Armor: During combat the German player may add 1 to a single die of his combat resolution dice roll (after they have been rolled) if the battle Area contains one or more participating Armor unit (i.e.- StuG or FlaK) and the Area contains no Soviet Armor, Anti-tank or Molotov Cocktail Event Chit. The final result may never exceed 6. If a German Pionier Company (see 9.1) also adds one to a die, both modifiers can be added to the same die or two different dice.

9.22 Unsupported Armor: During combat if the only German units are Armor units and there is one or more Soviet Infantry unit present in the Area, then the Combat Value of **each** German Armor unit is decreased by 1.

9.3 Soviet Armor/Anti-tank

At the beginning of combat if the combat Area contains one or more German Armor units and one or more Soviet Armor or Anti-tank units that were revealed (flipped face-up) this turn,

the Soviet player rolls a dr for each Soviet Armor and Anti-tank unit; a dr result of 1 or 2 has no effect, a dr result of 3 or 4 the German Armor unit is suppressed (see 7.1), and a dr result of 5 or 6 causes the German Armor unit to flip over to its depleted side (or if already depleted the Armor unit is eliminated). If there are multiple German Armor units in the Area, each Soviet Armor or Anti-tank unit may only attack a single German Armor unit, selected by the Soviet player. If there are multiple Soviet Armor or Anti-tank units in the area, each may target the same or different German Armor unit, but all targets must be selected prior to resolution.

9.4 Regimental Integrity

9.41 A Regimental H.Q. has its Combat Value reduced by one if not stacked with at least one battalion from the same regiment. *Example: if not stacked with either the I/518 or II/518 Infantry battalion, the 518/Henze Regt H.Q. would have its Combat Value reduced by 1.*

9.42 If all three battalions from the same regiment are stacked in the same Area (and stacked with the Regt H.Q if German) then the total Combat value for the stack is increased by one. A regiment that has only 2 battalions cannot receive this benefit. *Example: the 518th and 194th Regiments each have only 2 battalions, and would not be eligible for this benefit.*

9.5 Soviet Infiltration

9.51 The four Soviet SMG companies (SMG/34 Gds; SMG/39 Gds; SMG/42 Gds; and SMG/284 RD) are allowed to move from a Contested Area to an Area that contains German units. This optional rule acts as an exception to 4.1.

9.6 Schwere Angriff

Once during the game, the German player may declare he will add one additional die to an attack in any one Area. As a result of this all-out 'heavy attack', in step 7.32 one additional German unit in the battle Area must suffer a hit. The German player must have at least two units in the area to launch this attack.

10.0 Solitaire Savage Streets

The following rules for Soviet set-up and movement are used to play the game solitaire, these rules modify the following rules sections: 1.2, 1.51, 1.52, 2.2, 3.0, 4.0 and 5.0.

10.1 Soviet Stacking Limits

10.11 In solitaire Savage Streets the Soviet is limited to three Combat units and three Event Chits per Area. German Stacking Limits are the same as the two-player game (see 1.21).

10.2 Solitaire Soviet Set-Up

10.21 Shuffle all nine Soviet orange-striped units keeping them face–down to conceal their identity. Place one unit in each of the following Areas: Area 2 (Rail Yards), Area 3 (Downtown District), Area 5 (Station Stalingrad-1), Area 6 (Lenin Square), Area 9 (Red Square) and Area 12 (Rail Crossing). The player then makes a DR for each of the remaining three Soviet orange-striped units, placing the unit face–down in the Area number that corresponds to the total of the DR. *Example: a DR result of 7 would place the unit in Area 7 "Rodimtsev's H.Q.".*

10.22 The player then shuffles all of the Event Chits, keeping them face-down to conceal their identity, and draws three of them. The player then makes a DR for each and places it in the Area number that corresponds to the total of the DR. To keep track of Stacking Limits in each Area, all face down

Event Chits should be kept in a separate stack from face-down Combat units.

10.3 Solitaire Soviet Reinforcement Phase

10.31 Soviet Reinforcements entering in the current turn turn are placed as follows:

The units are first shuffled face-down to conceal their identity, then place one unit in each vacant Soviet-controlled Area that borders a German-controlled or Contested Area; if reinforcements still remain, place one each in Areas 7 and 8, alternating back and forth until the stacking limit of three is reached; if reinforcements still remain, place one in each occupied Soviet controlled Area; if reinforcements still remain, place one in each Contested Area; if reinforcements still remain, place one in each vacant Soviet-controlled Area.

In all cases stacking limits apply, and the conditions for placing Soviet Reinforcements as stated in rules 2.2 - 2.21 still apply. The Turn 7 Soviet Reinforcements with a red circle should be placed face-down in a separate pile from the reinforcements with a black circle due to their different entry conditions.

10.32 When placing reinforcements if more than one Area is eligible, place units using the following priority: Area 7, 8, 6, 5, 9, 10, 4, 3, 11, 2, 12.

10.33 The Soviet player then draws three Event Chits from the Chit Draw Pile, and keeping them face-down, makes a DR for each and places it in the Area number that corresponds to the total of the DR, providing the Area is Soviet-Controlled or Contested. If the DR result is an ineligible Area, reroll the DR until it results in an eligible Area.

10.4 Solitaire Soviet Movement Phase

At the beginning of each Soviet Movement Phase, a DR is made for each Soviet Combat unit and face-down Event Chit on the map, starting with Area 7 and progressing in the order of priority spelled out in rule 10.32.

If the DR result corresponds to an Area adjacent to the Area the unit is currently in, and both this adjacent Area and the current Area do not both contain German units, then the unit is moved to the adjacent Area, providing the Soviet Stacking Limit is not exceeded (if the Stacking Limits would be exceeded, the unit does not move). A Soviet unit may never move from a Contested Area to another Contested Area (Exception: Soviet SMG Companies. See 9.5).

10.5 Solitaire German Movement Phase

10.51 The German moves his units one Area at a time, completing all movement in that Area before moving units in another Area. At the start of the Movement Phase the German must make a Command dr for each unit in an Area that he wishes to move. If the final Command dr result is 1, 2, 3, or 4 the unit may move (see 5.0) normally; if the final Command dr result is a 5 or 6 the unit cannot move, but may participate in Combat (see 7.0) normally. If a Regt H.Q. is in the Area there is a –1 drm that applies to each Command dr (including for the H.Q.).

11.0 Savage Streets Credits

Designer: Tom Morin

Developer: Nick Richardson

Art: Niko Eskubi & Don Petros

Playtesters: Joe Gochinski, Tom Morin, Kiri Naiman, Tom Ruta, Nick Richardson, Arnie Shimo, Brian Youse & Pronoblem

Dedicated to Dot Morin