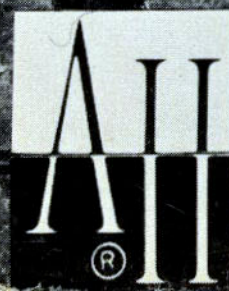


STALINGRAD

AVALON HILL'S TRADEMARK NAME FOR ITS WORLD WAR II CAMPAIGN GAME

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T.M. REG. APPL. FOR



THE AVALON HILL COMPANY • BALTIMORE, MARYLAND

STALINGRAD



CONSUMER PANEL TESTED AND APPROVED

AGE LEVEL—Adults of all ages, 12 years and up.

NUMBER OF PLAYERS—2, plus any number of subordinate commanders.

GAME LENGTH—Two to five hours.

Now YOU can re-fight the most gigantic military campaign this world has ever known. YOU command all the major units that took part in the actual battles.

As the German Commander you begin your great offensive near the Polish-Russian border—leading the powerful Wehrmacht toward Leningrad, Moscow and Stalingrad.

Or, as the Russian Commander you direct a strategic defensive in the hopes of stopping the German thrust before the gates of Stalingrad.

By piecing together information from captured military records in Government archives, Avalon Hill has set the stage for you to re-create history.

It is now June, 1941—time to mobilize your forces in this historical World War II battle campaign—STALINGRAD.

INSTRUCTIONS-READ FIRST ➡

MAPBOARD

The mapboard shows the area where the campaign was fought. It covers approximately 1200 miles East and West and 1500 miles North and South. A hexagonal grid has been printed on the board and is used to determine movement. Hereafter, these hexagons will be called Squares. Terrain features are as follows:

CLEAR TERRAIN: Any square that is not completely blue or does not contain mountains. Sea coast squares partially blue are considered clear terrain.

SEA AND LAKES: Any completely blue square.

MOUNTAINS: Any square containing brown splash contours wholly or partially.

RIVERS: Any square containing a solid blue line wholly or partially.

SWAMPS: Any square containing blue grass symbols wholly or partially.

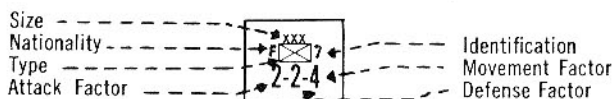
RAILROAD: Solid black lines with intermittent crossbars.

MAJOR CITIES: Any square completely filled with crisscross pattern.

AXIS-SOVIET BORDER: Solid black line that runs from the Black Sea to the Baltic Sea and from the Gulf of Finland to the north edge of the board.

ORDER OF BATTLE UNIT COUNTERS





Now study the set of die-cut Order of Battle Unit Counters. Blue Counters are German; Red Counters are Russian. These counters are your *chessmen*. Hereafter, they will be called *Units*. Printed on each Unit is the information necessary for the play of STALINGRAD. Study the example below:



SIZES: Provided for historical reference only. All Units are Corps.

NATIONALITY: F—Finnish H—Hungarian I—Italian

All unmarked Blue are German; Red are Russian.

TYPES:  Infantry  Cavalry  Armored  Panzer Grenadier

IDENTIFICATION: Provided for historical reference only.

ATTACK FACTOR: Basic fighting strength when attacking.

DEFENSE FACTOR: Basic fighting strength when defending.

MOVEMENT FACTOR: Maximum number of squares a Unit may move over clear terrain in one Turn.

PREPARE FOR PLAY

STEP 1: Lay the mapboard out on a table. The German player sits at the western end; the Russian player sits at the eastern end.

STEP 2: The Russian player places all of his Units on any squares east of the Axis-Soviet border. Russian Units may be placed adjacent to border. Units may be placed in stacks not to exceed three Units deep.

STEP 3: The German player places all his Units, except Hungarian and Italian, west of the Axis-Soviet border. All Finnish Units must be placed in Finland only. German and Finnish units *cannot* be placed adjacent to border—they can be placed no closer than 1 square away. Units may be placed in stacks not to exceed 3 Units deep. Hungarian and Italian Units cannot be used until May, 1942.

NOTE: Units are never allowed in Sweden or Turkey.

HOW TO PLAY

STALINGRAD is played in Turns. You move all your Units, then resolve every battle—that is your Turn. Then your opponent moves all his Units and resolves every battle—

—See Battle Manual for example.

that is his Turn. Together these two Turns are called a *Complete Turn* and measured as the passage of one month of time. The following is a condensed step-by-step explanation of the general routine of play:

STEP 1: The German player moves all Units on board he chooses to move. He also consults the *Time Record Card*. If he is due new Units he places them on board and may move them also. No Russian movement is allowed.

STEP 2: All combat caused by German movement is resolved one battle at a time.

STEP 3: The Russian player moves all Units on board he chooses to move. He also consults the *Time Record Card*. If he is due new Units he places them on board and may move them also. No German movement is allowed.

STEP 4: All combat caused by Russian movement is resolved one battle at a time.

STEP 5: Check off one month of time on the *Time Record Card* and repeat Steps 1 through 5.

HOW TO WIN

GERMAN player wins by eliminating all Russian Units or entering and remaining in the three Russian cities of Leningrad, Moscow and Stalingrad simultaneously for two consecutive Turns by the May, 1943 Turn.

RUSSIAN player wins by eliminating all German Units or avoiding the German conditions of victory.

NOTE: Regarding the occupation of Russian cities for victory: The German player does not have to take all three cities simultaneously. He simply must be in all three cities at one time for two consecutive months. For example, if he has occupied all three cities in his March Turn, the Russian player must free at least one of the three cities by his April Turn or the German player is declared the winner.

STOP: Be sure you have a general understanding of the above routine before reading further. The remaining sections deal with the details of play.

HOW TO MOVE UNITS

1. In any given Turn you may move all of your Units on board.
2. Each Unit can be moved any number of squares not exceeding its movement factor.
3. You do not have to move every Unit nor do you have to move any Unit in your Turn.
4. You can move Units in any direction or combination of directions in each Turn.
5. Unlike chess and checkers you move all Units you choose to move in your Turn before resolving any one battle.
6. Units of opposing players can never be on the same square at the same time.
7. Movement factors are not transferable from one Unit to another nor can they be accumulated from one Turn to the next.
8. Units may move onto certain Sea and Lake squares when frozen over.

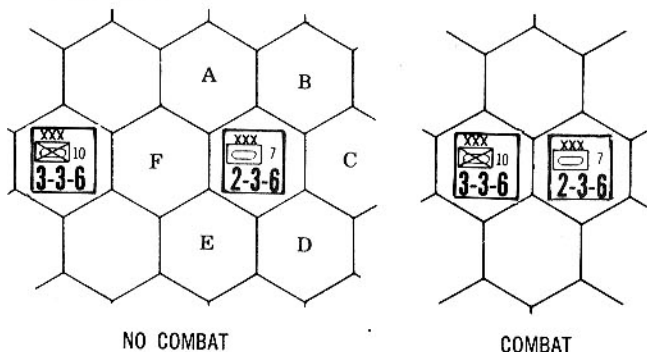
The Die is used only to resolve combat—it has nothing to do with movement.

MORE THAN ONE UNIT PER SQUARE

1. Both players are allowed to combine Units of any kind in a stack totaling no more than 3 Units.
2. Any square on board may be used for stacking.
3. The movement factor of stacked Units is that of the slowest Unit in the stack.
4. Units may combine or split up in the middle of a Turn with no movement penalty.
5. Combined Units may stay together indefinitely or they may combine on one Turn and split up on the very next.
6. Units may pass through squares containing other friendly Units even if stacked to the maximum.

HOW TO HAVE COMBAT

A player automatically causes combat when he moves a Unit into any one square of an enemy unit's *zone of control*. The player moving his Units is always the attacker; his opponent is the defender. To determine battle odds the attacker's attack factor is stated first and the defender's defense factor is stated second. For example, if the German 10th Unit (3-3-6) attacks the Russian 7th Armored (2-3-6) battle odds are 3 to 3 (1 to 1). To resolve combat the attacker rolls the die once for each separate battle. The result of each battle is obtained from the Combat Results Table by matching up the Die roll with the battle odds.



The "Zone-of-Control" of every Unit is its Six Adjacent Squares (A-F).
A Unit that lands on any Adjacent Square is Automatically Attacking.

ATTACKING:

1. An attacking Unit must *stop* as soon as it enters the first enemy controlled square.
2. An attacking Unit is not allowed to move *through* enemy controlled squares.
3. The attacker may move as many Units into enemy zones of control as he is able before resolving combat.
4. The attacker resolves all combat one battle at a time after moving all the Units he chooses to move in his Turn.
5. The attacker has the choice of resolving battles in any order he chooses.
6. The attacker must fight every enemy Unit he has moved Units next to.
7. A Unit's *attack* factor is always the same as that printed on its counter regardless of the terrain it is on.

DEFENDING: The defense factor of a Unit may vary according to the terrain it is defending on as follows:

DEFENDING UNITS ARE ON:	ATTACKING UNITS ARE ON:	DEFENSE FACTORS ARE:
1. Clear terrain Minor cities River squares Railroad squares	Any non-river square	Basic
2. Clear terrain Minor cities River squares Railroad squares	River squares (a)	Doubled
3. Clear terrain Minor cities River squares Railroad squares	River and non-river squares in combination	Basic
4. River squares	River squares of same river	Basic
5. Mountains (b)	Any square including adjacent mountain squares	Doubled
6. Major cities (b)	All squares	Doubled

- (a) If a Unit is defending on a square that the end of the river points to, its defense factor remains basic when attacked from the river.
- (b) The defense factor of Units defending in these areas does not triple (remains doubled) when attacked from a river square.

MULTIPLE UNIT BATTLES

1. When two or more Units attack one defending Unit the factors of the attacking Units must be totaled into one combined attack factor.
2. When one Unit attacks two or more defending Units the factors of the defending Units must be totaled into one combined defense factor.
3. When several Units attack several defending Units the attacker has the choice of dividing combat into more than one battle as long as the following conditions are met:
 - a. He must fight every defending Unit in whose controlled zone he has attacking Units.
 - b. His Units must be in the controlled zone of every defending Unit he is attacking.
4. The attacker may divide combat against stacked Units on the same square into more than one battle as long as he has more than one attacking Unit.
5. The attacker with stacked Units on one square may divide combat into more than one battle against defending Units on separate squares.
6. The attacker may deliberately sacrifice one or more attacking Units at unfavorable odds in order to gain more favorable odds over other defending Units. This tactic is called "soaking off". Soak-off odds may not exceed 1 to 6. Any time an attacker finds one of his Units surrounded at odds greater than 1 to 6, he must either bring up enough Units in support to bring odds back to 1 to 6, or eliminate it immediately from the board before any battles are resolved.
7. The combat factor of a Unit cannot be split and applied to more than one battle.
8. No attacking Unit may fight more than one battle per Turn even if it finds itself adjacent to the enemy after combat has been resolved. The defending Unit must either attack or withdraw in its Turn. If such a Unit wishes to attack in its turn it may do so staying where it is . . . or . . . by withdrawing from the enemy zone of control and then re-entering by a different square. In this instance, however, Units may not withdraw and re-enter by a route that would force them into or through zones of control of any other enemy Units.

MOVEMENT AFTER BATTLE

Any time attacking Units eliminate or push back defending Units that have had their defense factor doubled, the attacking Units may move onto the square vacated by the losing defending Units. Movement after combat can occur only in attacks across rivers, into mountains, and into major cities. This rule applies only if the result of combat forces all the defending Units off of such squares. This also applies to surviving attacking Units in an exchange.

SPECIAL TERRAIN MOVEMENT

RAILROADS:

1. All Units are allowed to move up to 10 additional squares per turn on a railroad. A Unit receives this 10 square bonus immediately upon reaching the railroad. For example, a Unit that has a movement factor of 4 squares reaches a railroad square on its 4th move. It can then move up to 10 more squares along the railroad in that same Turn. Or suppose the same Unit has reached the railroad in two squares, then it can move along the railroad up to 10 squares and then move off 2 more squares.
2. The railroad bonus may be used only on *one* railroad per Turn. A Unit may *not* move part of its 10 square bonus on one railroad, then move cross-country to another railroad and use up the rest of its railroad bonus. Units may change railroads only at junctions.
3. During snow months the railroad bonus is reduced to 5 squares per turn.

MOUNTAINS AND SWAMPS:

1. All Units are allowed in mountains and swamps.

- Units must *stop* when they land on a mountain or swamp square. They may not proceed until the next turn.
- Units move through mountains and swamps at the rate of 1 square per turn.
- Units may leave mountains or swamps at their normal movement rate.
- Units move through mountains and swamps on railroads at their normal movement rate. Units may move one square onto a railroad and move along the railroad in the same turn. Units *beginning* their turn on clear terrain or railroads may move off one square into swamps and mountains in the same turn.
- Movement up and down rivers through mountains and swamps is at the rate of 1 square per turn.

RIVERS: There is no movement delay in crossing rivers. Units may move across or up and down rivers at the normal movement rate.

CITIES: There is no movement delay through cities.

SEAS AND LAKES: Units are not allowed on Seas and Lakes except where frozen over during snow months.

SEA OF AZOV: Units may cross at the narrows. To cross they must stop for one turn on *each* side.

REPLACEMENTS

GERMAN REPLACEMENTS: The German player's replacement city is Warsaw. Beginning in his July, 1941 turn he receives a replacement rate of 4 combat factors per month. Replacement Units are placed at Warsaw only.

RUSSIAN REPLACEMENTS: The Russian player's replacement cities are Leningrad, Moscow and Stalingrad. Beginning in his September, 1941 Turn he receives a replacement rate of 4 *defense* factors per replacement city per month. The monthly replacement rate *increases* to 6 defense factors per city in December, 1941 and to 8 defense factors per city in May, 1942. Replacement Units are placed at Leningrad, Moscow and Stalingrad only. The Russian player may take all of his replacements on just one of those cities or he may distribute them among the three cities in any manner he chooses.

Details regarding the use of replacements are as follows:

- Replacements are taken only from the eliminated pile. There are no special replacement Units included for this purpose.
 - Replacements may be moved out of a replacement city and used in combat in the same Turn.
 - Players are allowed to accumulate replacement factors.
 - At any time an enemy unit enters a square adjacent to a replacement city or enters the city itself, that player loses his replacement rate for that city for that Turn and every Turn in which enemy Units remain so placed.
 - Once an enemy replacement city has been captured it must be kept under control (garrisoned) by at least one Unit in order to keep the opposing player from getting replacements for that city.
 - Players do not have to garrison their own replacement cities in order to receive replacements.
 - If a player has been accumulating replacement factors and then has *all* of his replacement cities fall under enemy zones of control, these accumulated factors are lost completely.
- ITALIAN AND HUNGARIAN UNITS:** Beginning in the May, 1942 Turn, the German player receives all Hungarian and Italian Units. They may be placed on board anywhere west of the Axis-Soviet border. These Units are in addition to the regular monthly replacement rate. At this point Units may move into Hungary.

WEATHER

Weather changes are indicated on both the *Time Record* and *Weather Cards*. The months of December, January and February are always snow months. The months of October, November, March and April are unknown weather months. At the

beginning of the German player's Turn in each of these months the German player rolls the Die. The Die roll is matched up on the *Weather Card* to determine the effect of weather. During MUD months movement is reduced as indicated on the *Weather Card*. During SNOW months movement is reduced *AND* certain Lakes and Rivers become frozen over.

NOTE: Units defending behind frozen Rivers *do not double* their defense factors. All Units resting on Lakes when they become *unfrozen* are eliminated.

ISOLATION

A Unit becomes isolated from supplies when it is surrounded by enemy zones of control, or by a combination of enemy zones, sea and unfrozen lakes. Encirclement does not have to be a perfect circle and it makes no difference how far away the encirclement is made. Any Unit that is isolated for two consecutive months is automatically eliminated. To avoid elimination, a supply line must be created to the isolated Unit by the second month of isolation. A supply line is any line of squares one square wide (not under enemy zones of control) leading to the source of supplies. It makes no difference how crooked or devious the supply line is.

GERMAN SUPPLY LINE: The German supply line must lead to either Warsaw or Bucharest. All German Units that become isolated in the Russian player's January Turn must have a supply line restored to them by the end of his March Turn, for example. Otherwise, all such Units are eliminated.

RUSSIAN SUPPLY LINE: The Russian supply line must lead to any full square on the entire East edge of the board. All Russian Units that become isolated in the German player's January Turn must have a supply line restored to them by the end of his February Turn, for example. Otherwise, all such Units are eliminated.

HOW TO RESOLVE COMBAT

The only time the Die is used is to resolve combat. The following steps should be taken:

STEP 1: Reduce battle odds to basic odds comparisons appearing on the Combat Results Table.

STEP 2: The Die is rolled once by the attacker.

STEP 3: The number rolled is matched up with the basic odds comparison to get the result of combat. Repeat Steps 1 through 3 for each separate battle.

COMBAT RESULTS

ELIM: All losing units are to be considered completely destroyed and removed from the board. "A" applies to all attacking Units and "D" applies to all defending Units.

BACK 2: All losing Units must retreat 2 squares through friendly Units and over all terrain including swamps and mountains, but retreating Units are eliminated if they must retreat into or through enemy zones of control or off the board, or placed on friendly Units that would result in stacks exceeding three Units. The route of retreat is always determined by the winner. However, the winner cannot force losing Units into blocking zones of control if alternate, unblocked routes of retreat are available.

EXCHANGE: An even elimination of combat factors. When an exchange is rolled the player with fewer attack factors removes all his Units—the other player removes the number of Units whose combined attack factors total at least that of the Units removed by his opponent. Since this exchange of combat factors does not always work out even up a player sometimes must remove a number of Units whose total combat factors are more than that of the Units removed by his opponent. In an exchange the combat factors are computed at original or double their value depending upon defensive position.

For general information about all Avalon Hill products, send a stamped, self-addressed envelope to: The Avalon Hill Company, 4517 Harford Road, Baltimore, Maryland.

READ INSTRUCTION FOLDER FIRST

STALINGRAD INSTRUCTION SUPPLEMENT

The following is in addition to the rules outlined in the Instruction Folder. Please read Instruction Folder first.

PREPARE FOR PLAY - STEP 3: German Units totaling no more than 8 Combat Factors may also be placed in Finland at the start. No sea movement of any additional units of any kind may ever be made to or from Finland, nor is there a Finnish replacement capacity. Of course, as the game progresses there is no limit to the number of German Units that may attack overland in Finland through Russia.

HOW TO PLAY - STEP 5: Any Units, friendly or otherwise, may move into Hungary on the 2nd turn and all turns thereafter.

REPLACEMENTS: A replacement city loses its replacement capacity the turn it becomes surrounded by enemy zones of control. For example, if Moscow is surrounded in the German October, 1961 turn, the Russian replacement rate is reduced to 8 Defense Factors in his October turn.

A replacement city does not regain its replacement capacity until the turn after the encirclement has been broken. For example, if the encirclement around Moscow is broken by combat in the Russian October turn, the Russian replacement rate goes back to 12 Defense Factors in November provided the German player is not able to encircle Moscow in his November turn.

To break an encirclement at least one enemy Unit must be eliminated or pushed back so that there is no longer an unbroken link of enemy zones of control around the encircled city.

ISOLATION: Replacement cities that are surrounded for 2 consecutive turns are lost to the enemy and all Units held within the encirclement are automatically eliminated at the end of the 2nd turn of encirclement. For example, if Moscow is surrounded in October the encirclement must be broken by the Russian November turn; otherwise, the Russian player loses possession of Moscow, and all Units situated within the surrounding zones of control are eliminated.

ISOLATION - GERMAN SUPPLY LINE: Helsinki is also considered a supply point in addition to Warsaw and Bucharest. German Units are not isolated if they can trace a line of squares, unbroken in the usual way, leading to either Helsinki, Warsaw, or Bucharest. Remember: supply points have nothing to do with replacements. The monthly replacements can only be placed at Warsaw.

OBSERVATIONS

Because we have re-created the real situation in STALINGRAD, games involving players of equal ability will result in Russian victory most of the time.

We have found, however, that there are those of you who do not mind sacrificing a degree of historical accuracy to get play-balance. The simplest method to balance STALINGRAD is to reduce the Russian replacement capacity to suit the varying abilities of each player. Testing has indicated that establishing the Russian replacement rate at 12 defense factors beginning in September, 1941 (as before); 15 defense factors beginning in December, 1941; and 18 defense factors beginning in May, 1942 balances the play better than any other method tested.

But to those of you who feel that play-balance is secondary, we shall continue to publish games dedicated to the concept - "now you command the actual troops and fight the campaign as you think it should have been fought."

STALINGRAD



BATTLE MANUAL

(NOT A RULE BOOK—SEE INSTRUCTION FOLDER FIRST)

HISTORICAL SUMMARY

GENERAL SITUATION: In the late Fall of 1940, Adolf Hitler stood as the absolute monarch of the Continent of Europe and could boast not only 7 years of astonishing diplomatic victory but also, in the most recent year, a series of brilliant military triumphs.

In 1940, having avoided the possibility of a two front war by signing an alliance with the Soviet Union, Hitler had crushed Norway, Holland, Belgium and, most amazing of all, France in lightning campaigns. Although he failed in the Battle of Britain he stood as one of the great military conquerors of all time and there can be no doubt that in the closing months of 1940 the German Wehrmacht was the most powerful and effective army in the world.

Hitler's arch rival, Stalin, who was taken aback by the series of German victories and whose plan had always been to let the Western European nations exhaust themselves to his ultimate benefit, found himself forced to take a position of friendliness with a regime which was the epitome of anti-communism.

Looking for new worlds to conquer, Hitler instructed the General Staff to begin plans for an operation in Russia. The Soviet Army was not highly regarded, having been embarrassed in a winter war with Finland in 1939-1940 and weakened by the Stalin purges. Thus, on December 18th, 1940, Directive No. 21 entitled Operation Barbarossa was issued by Hitler's headquarters. This directive began with the following sentence—"The German armed forces must make preparations to crush Soviet Russia in a lightning campaign, even before the termination of hostilities with Great Britain (Operation Barbarossa)." This document spearheaded the most gigantic military campaign of all time.

The miracle of this campaign is that it almost succeeded even though it got off to a bad start. The jackal Mussolini, trying to slice off an easy victory in Greece, became so involved that it was necessary for the German Army to bail him out in the Spring of 1941. The Russian campaign was originally planned to begin on 15 May to gain a maximum amount of good weather. The Balkan campaign delayed this invasion until June 22 and, further, the German armored units used in the Balkan campaign were tired and worn at the beginning.

ACTUAL CAMPAIGN: The principal German object was to destroy the great mass of the Soviet Army in Western Russia and then to plunge into the vastness of Russia's interior to mop up. Eastern Poland and Western Russia consists of open terrain with the principal feature being the Pripyat Marshes in the very center of the theater of operations. Thus any effort into Russia must of necessity be split into at least two and sometimes three parts. The German Army, with its Rumanian allies totaling 162 divisions, was divided into three groups—Army Group North, Army Group Center, Army Group South.

The Russian Army was similarly divided into three "fronts", as the Russians call Army Groups, and most forces were concentrated rather close to the frontier in an offensive stance.

It was decided that the main weight of the attack would be made by Army Group Center along the traditional "dry" route to Moscow via Minsk and Smolensk. Consequently the greater part of German armor was concentrated in Army Group Center.

Army Group North was detailed to advance up the Baltic coast and to seize Leningrad.

Army Group South, operating below the marsh, would drive toward Kiev and then south toward the Crimea in an attempt to envelop all Russian forces in this area.

Finland, Germany's new ally and reinforced by a few German units, was to advance toward Murmansk and the Murmansk railroad. The main elements of the Finnish Army were to assist Army Group North in its attack on Leningrad.

The Luftwaffe was to act in a ground-support capacity—expecting a lightning campaign, no provision was made for strategic bombing.

There can be no question that, at 0300 on 22 June 1941, the Russian command was caught completely by surprise. The smashing onslaught of the German veterans rolled them back on all fronts. German armored units jumped ahead to seize bridges,

operating at many times beyond the reach of their own infantry. The Wehrmacht infantry divisions, setting almost unbelievable march records, mopped up and closed behind the Panzer spearheads. It seems to be apparent that the Soviet command was almost invariably late in adjusting to the principal German moves. Thus defensive lines seemed to be prepared in areas where bridgeheads had already been established by leading German armored units. This pattern seemed to be repeated time after time as the Germans drove deeper and deeper into Russia.

Army Group South did not have smooth sledding from the beginning. The Russian Fifth Army withdrew into the marshes and was quite effective for many weeks in slowing up the Army Group South advance by counterattacking its rapidly lengthening left flank.

Army Group North swept forward, in the early weeks, in a series of rapid moves which gave strong indications of ultimate success.

Army Group Center, the main effort, made the most astonishing gains. Well over a quarter million Russian troops were caught in the Minsk pocket and were ultimately taken with a great amount of booty. By mid-July another pocket was being closed in the Smolensk area.

As the German Army drove deeper into Russia, supply problems began to mount. Army Group North did not handle its Panzer units properly and its advance slowed. Army Group Center closed the Smolensk pocket, but Army Group South was not advancing on schedule. Then came one of the many controversial decisions made by Hitler in the Russian campaign. After a period of indecision and confusion, Hitler decided to take his Panzer spearheads from Army Group Center and to turn them South to assist Army Group South. The Russians called this the "miracle" of the campaign—if the drive on Moscow had continued there is little doubt that the Russian capital would have fallen.

With additional armor, Army Group South began to score success and, by late September, almost 700,000 Russian prisoners were taken in the Kiev pocket.

The Russians counterattacked against Army Group Center and made some minor gains. In the north, Army Group North managed to close to Leningrad but, in seesaw fighting that went on for many months, could never quite take the city.

Hitler had begun to realize that he may have made a strategic error in switching his armored spearheads to Army Group South and he gave orders to transfer them hundreds of miles to Army Group Center to then begin a drive on Moscow. But the spearheads were weakening—most of the armored divisions were only fifty per cent effective by this time in the campaign.

As the winter clouds slowly began to gather, Army Group Center began the drive on Moscow. In ferocious fighting during which at one point German patrols sighted the spires of the Kremlin, the German Army made its desperate try to take Moscow before winter. But no matter how many tactical victories were won, it seemed that every time a Russian division was annihilated two would take its place. Finally, late in December, it was obvious that the attempt had failed. Then began a series of strong but uncoordinated Russian winter counter offensive moves.

It was at this point in the campaign that a state of near panic struck the German command. Stretched along an astonishing linear front in winter with exhausted units faced with long supply lines, the German Army had to fight desperately for two months to save the situation in Russia. At times it appeared as if the whole front would collapse in the center.

Eventually the Russian counter offensive wore down and the two gigantic but exhausted opponents eyed each other in February, 1942. The German summer offensive plan for 1942, which was to be the last major German offensive in Russia, had as its goal the capture of the Caucasus. Army Group South would drive to Stalingrad and forces would take Rostov and turn the corner to go after Caucasus oil. The original drive, marked by some massive tank battles near Voronezh, ultimately reached the line of the Don and did manage to drive deeply into the Caucasus. But Russian counterattacks isolated Von Paulitz's 6th Army in Stalingrad and despite desperate attempts to do so, German relieving forces could not reach them.

The German forces in Stalingrad ultimately surrendered in early 1943 and all the troops in South Russia, exhausted by their abortive summer offensive, now had to

face the massive Russian winter offensive of 1943. It can be safely said that one man, the German General Von Manstein, saved the German Army from complete disaster during that crucial winter. It was a minor military miracle that the German Army was able to get any units out of the Don River bend and the Caucasus. In many cases overriding Hitler's orders, Von Manstein continued to fall back, fighting a brilliant series of delaying actions. In many cases sharp German counterattacks threw the Russians off balance and caused many Russian casualties.

But the German problem was consistently marked by having too few troops to defend too long a line. Although brilliant switch moves were made, the overall Russian strength was so great that the line was slowly disintegrating. Large gaps would be torn in the German line and, no matter how gallant the try, the gaps could not be closed.

Eventually, in 1943, the Russian counter offensive was slowed. A German counter offensive for the summer of 1943, Operation Citadel, was planned—but the Russian summer offensive struck first.

Until the end of the war the campaign in the east was marked by a constant series of Russian offensives, both summer and winter. Most were concentrated in the south and center—by November 1943 the Russians had retaken Kiev and had pierced the line of the Dnepr. Army Group Center, under constant pressure, had to continually fall back to protect its flank. And in the Russian winter offensive of 1944 even deeper drives were made. In fact, the whole campaign can best be described as one vast rolling back of the German line. As time passed the German became weaker and the Russian stronger—the advance was inexorable. By 22 June 1944 Army Group South was back almost at its original start line—Army Group Center, its right flank protected to some extent by the Pripyat Marshes, was holding just a little to the west of Smolensk. Army Group North had been driven back from Leningrad but major Russian strength did not seem to have been directed against this front.

Hitler continued to intervene over the heads of his generals. In broad concept, his generals wanted to pull back sharply without Russian pressure and reform a much shorter line so that mobile reserves could be formed to smash Russian counterattacks. Hitler refused.

Until the end of the war, the campaign was marked by continuous Russian pressure primarily in the south and secondarily in the center. Ultimately the entire German line collapsed and the Russians managed to drive into Berlin and Austria. In the Spring of 1945 the Russian Army met the American-British-French invasion forces in Central Germany and the campaign had come to a close.

BASIC GERMAN STRATEGY: In the game STALINGRAD, the German player must at all costs drive forward toward Leningrad-Moscow-Stalingrad without respite. In the first few months of the game it is unnecessary for the German to decide upon a center of gravity—he will be able to drive rather deeply into Russia before he must decide where he is going to commit the bulk of his armored divisions before winter sets in. He must never give up an opportunity to attack—the deeper he drives the wider the Russian front and the more difficult it is to defend.

The strategy to be followed after the first few months of the game will depend entirely upon the Russian situation—if the Russian is strong in the south, then the German must drive in the center. If the Russian is strong in the center, then the German must drive in the south. Although a northern campaign should be pushed with some enthusiasm, it is seldom productive.

Experience indicates that once the Russian line of the Dnepr is broken his situation begins to deteriorate rather quickly. Since this usually is not done until the winter months, the German attack is slowed to some extent but at all costs it must press ceaselessly forward.

Generally it has been found that the Smolensk route to Moscow is the most vigorously defended and hence the hardest nut to crack—the best solution seems to be a drive toward Moscow south of Smolensk in a northeasterly direction. Following this procedure and attempting to attack Moscow from the east and south, one will find that the Russian player of necessity must abandon Stalingrad and thus the German will take this city by default.

The German player may, in his assault on Moscow, work to the northeast of the city, stretching the Russian line and ultimately attacking across the rivers near Moscow. This usually is a hard fought battle but once the Russian collapse begins, the Russian line will give in rapidly. Many games have been resolved around Leningrad, oddly enough. With two first rate players, the campaign sometimes finally ends in the last few months of the game, either side barely managing to squeeze out a victory.

BASIC RUSSIAN STRATEGY: The defense of Russia in the game STALINGRAD is a most difficult task in spite of the high replacement rates received. Generally speaking, the best player should be the Russian player for the only strategy that will work against a determined and intelligent German player will be one of slow, careful withdrawal designed to cause a maximum of German casualties. Seldom should the Russian run risks—he must carefully plot each withdrawal to cause a maximum amount of "doubling up" of his defensive units so as to inflict a maximum of casualties on the German player. Other than for tactical reasons, the Russian should ignore the surrender of vast areas of real estate. Done properly, the German can be held within the Dnepr line until winter. Although eventually the German player will be able to breach the line of the Dnepr, if the Russian has played his part properly the German forces will be seriously weakened by losses and will have to narrowly select the areas where they will attack.

A successful Russian defense usually ends with Stalingrad captured but with the German forces exhausted at the gates of Moscow. At this stage of the game the Russian at long last can mount a counter offensive and, if this is successful, the German player is doomed—nothing but a magnificent blunder on the part of the Russian player can save the game for him.

It should be noted that the very first STALINGRAD game played in the offices of The Avalon Hill Company Design Department bore an astonishing resemblance to the original campaign as fought in real life. The writer had the German command and, in spite of the evidence of the German error in real life, committed many of the mistakes originally made.

GAME EQUIPMENT

- | | |
|------------------------------|---|
| 1. 22" x 28" Mapboard | 5. Weather Card |
| 2. 4-Page Instruction Folder | 6. Blue and Red Order of Battle Unit Counters |
| 3. 12-Page Battle Manual | 7. Slide Rules A and D including Combat Results Table |
| 4. Time Record Card | 8. 1 Die |

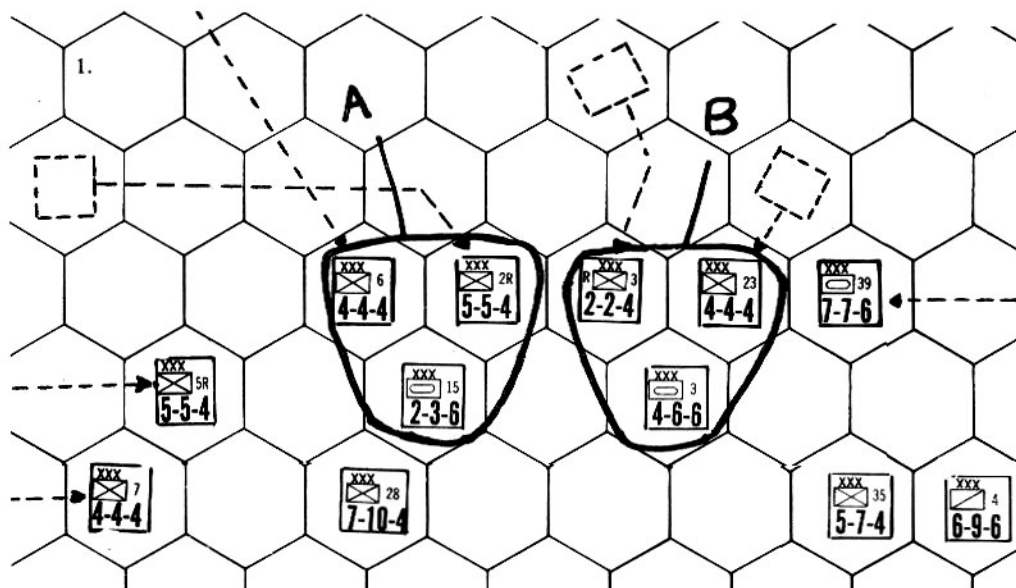
PREPARE FOR PLAY

STEP 2:

Here is a suggested starting lineup for Russian Units between the Baltic and Black seas.

While we do not claim this to be the best starting lineup we recommend it because it precludes the German player from getting odds of 3 to 1 or better against any Russian Units except the weak 2-3-6 Units. (Note that in almost all cases, the Russian Units would be "doubled up" when attacked since they are either behind river lines or on mountains.) All Russian Units not shown here should be placed from Leningrad north along the border in a manner that prevents Finnish Units from leaving Finland.

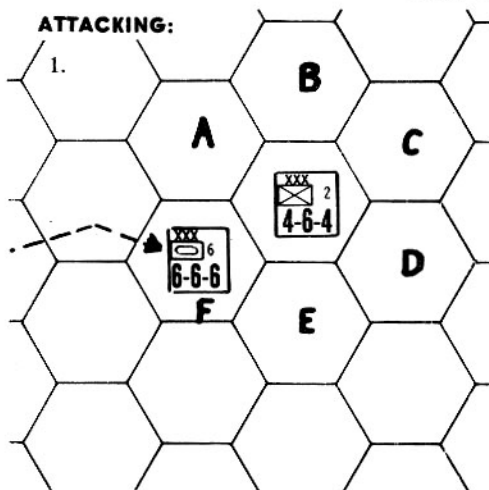
HOW TO MOVE UNITS



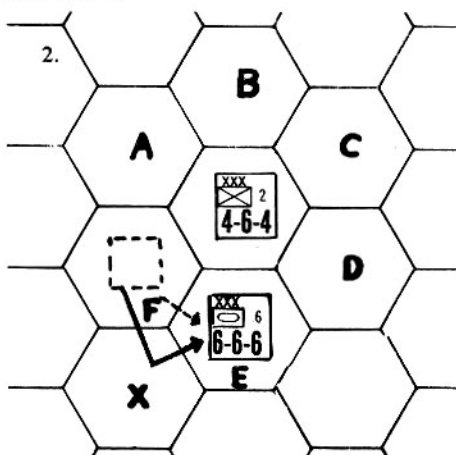
Blue has decided to move 7 of his Units in his current turn. He has moved some of them adjacent to Red Units thereby causing combat in two situations. He has also brought up other Units choosing not to engage them in combat in this turn. It is important to remember that Blue does not resolve battles A and B until after he has moved all 7 of his Units.

HOW TO HAVE COMBAT

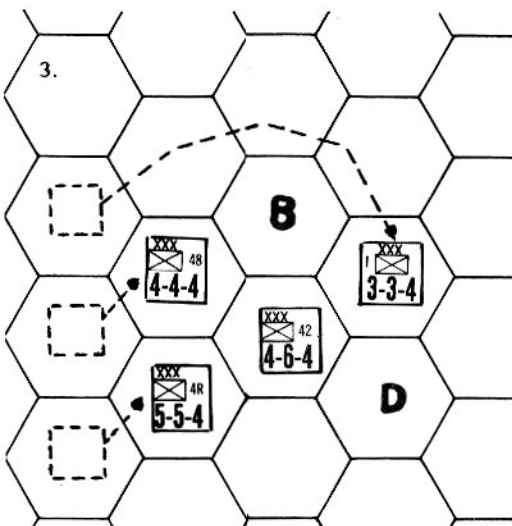
ATTACKING:



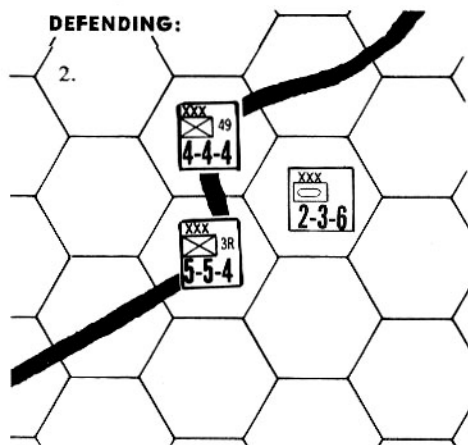
As soon as Blue's Unit has entered any one square of Red's zone of control (Square F, in this case) it has finished its move in this turn.



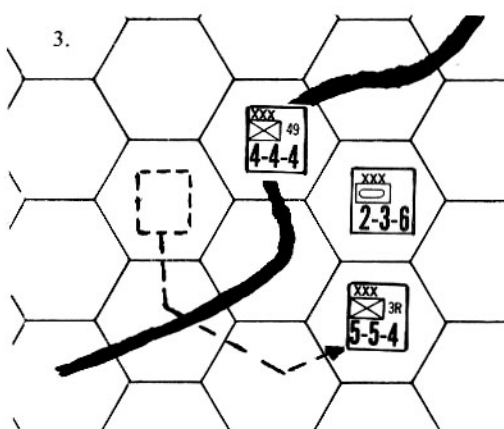
Blue's Unit is not allowed to move directly from Square F to Square E. It may enter Square E only by pulling out of Red's zone of control altogether and then re-entering by an uncontrolled square, Square X in this case.



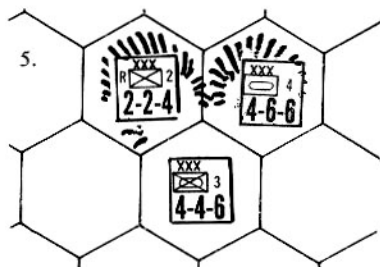
All three Blue Units are moved into Red's zone of control. Notice that Blue 3-3-4 circled Square B to gain an attack position that would leave Red Units completely surrounded by Blue's zones of control. This means that the Red Unit would be eliminated even if the Combat Results Table called for "Back 2". However, had Blue 3-3-4 moved into Square B instead, then the Red Unit would have an escape route through Square D which would be the only square not under Blue's zone of control.



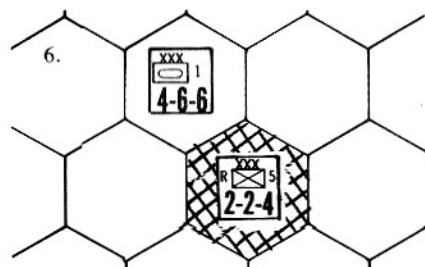
Both Blue Units are attacking Red. Since Blue is attacking from river squares, Red's defense factor doubles. Odds here are 9-6 (1-1).



Since Blue 5-5-4 is attacking the Red Unit while across the river, Red's river defense position is broken. Therefore, Red's defense factor does not double even in relationship to Blue 4-4-4. Blue attacks at 9-3 (3-1).

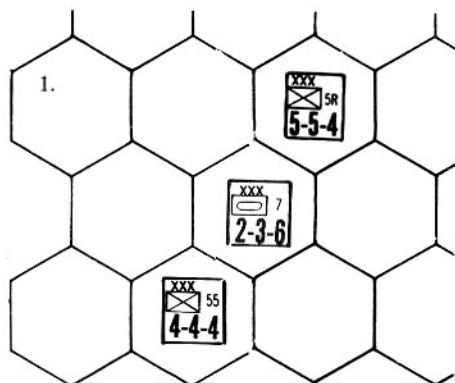


Red is defending on a mountain square. Therefore, his defense factor doubles even if he is attacked from another mountain square. Blue is attacking here at 6-12 (1-2).

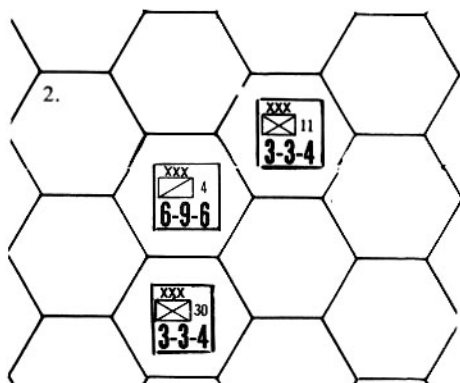


Blue's defense factor doubles when defending in a city. Red attacks here at 4-4 (1-1).

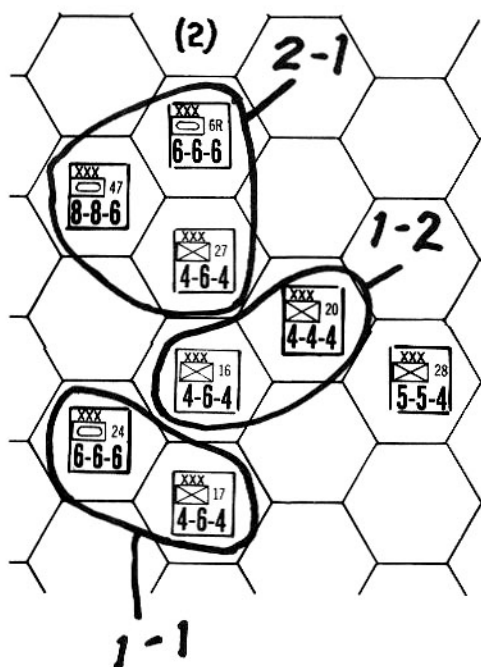
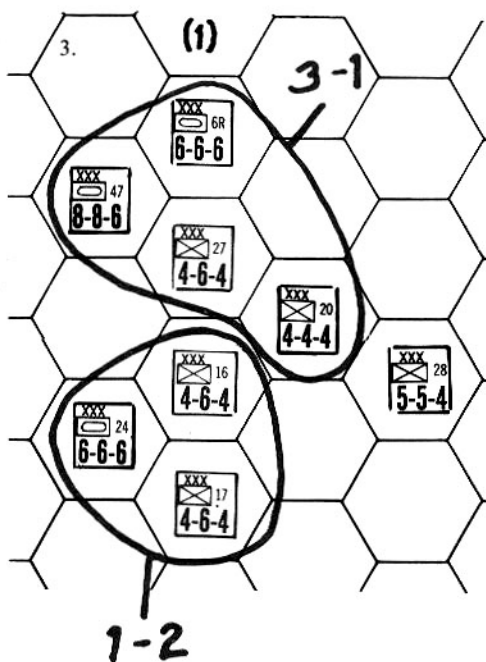
MULTIPLE UNIT BATTLES



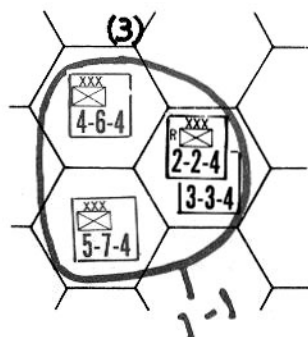
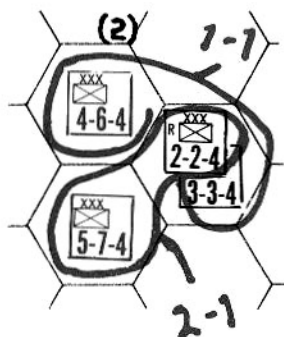
Both Blue Units are attacking the Red Unit. Blue attacks at 9-3.



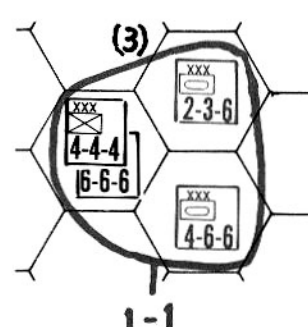
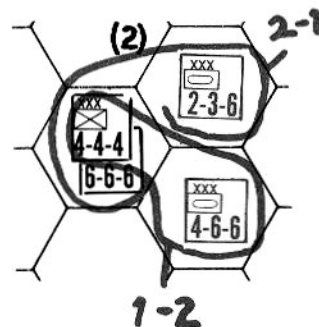
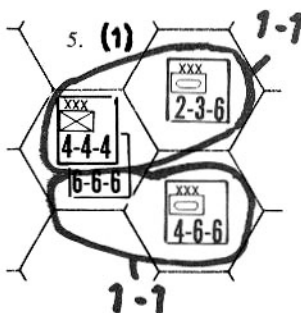
Both Blue Units are being attacked by the Red Unit. Red attacks at 6-6.



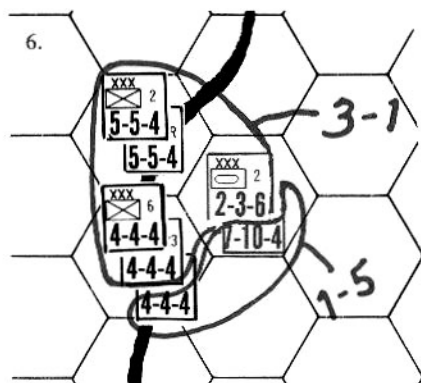
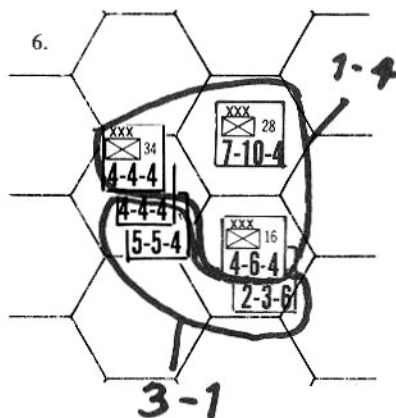
Blue may divide the above combat in two ways. In (1) combat is resolved in two separate battles. In (2) combat is resolved in three separate battles. Notice that in dividing combat every Red Unit that is in a Blue zone of control will be fought. Also notice that the Blue 5-5-4 is not engaged since its zone of control does not fall on any of the Red Units.



Red may divide combat in three ways. Red may conduct two separate battles (1) or (2) or resolve it in one grand battle (3). The same rule applies if both Red Units were stacked.

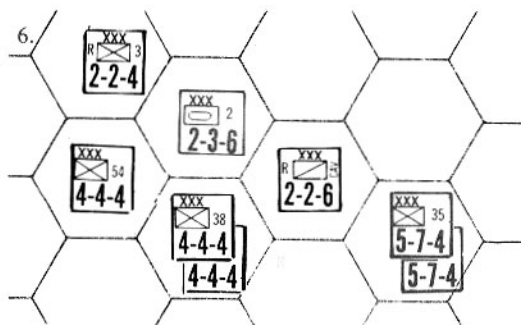


Blue may divide combat in three ways. Blue may conduct two separate battles (1) or (2) or resolve it in one grand battle (3).



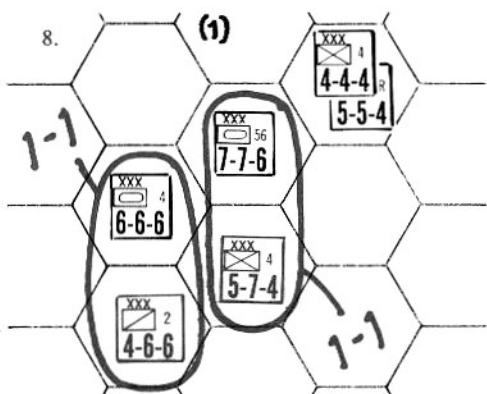
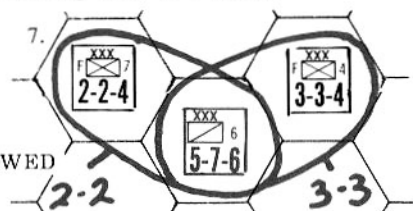
Blue soaks off (sacrifices) Blue 4-4-4 against Red 7-10-4 and 4-6-4 at 4-16 (1-4). This gives Blue's remaining Units odds of 9-3 over remaining Red Unit 2-3-6. If Blue wins he has forced the remaining Red Units to withdraw or counterattack at relatively unfavorable odds.

Soaking off can also be used to advantage in forcing the defender back from a river defense position. Blue 4-4-4 soaks off against Red 7-10-4 at 4-20 (1-5). Note that Red's defense factor doubles in this case. The remaining Blue Units attack Red 2-3-6 at 18-6 (3-1). If Blue wins Red 7-10-4 must either counterattack at unfavorable odds or give up the river defense position.

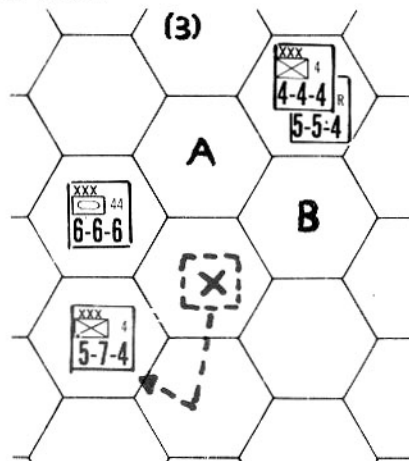
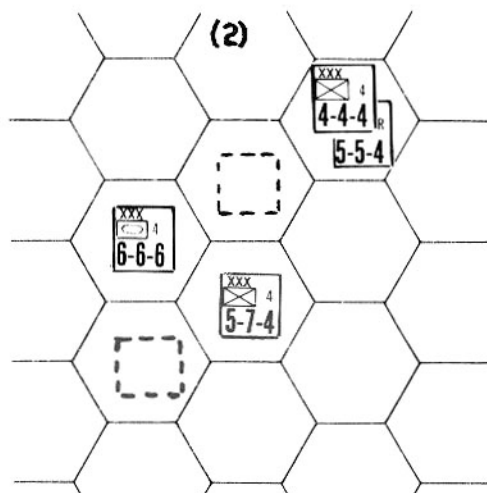


Let's assume that Blue has completed his turn and it is now Red's turn. The result of prior Blue attacks leaves Red with the situation. It appears that Red Units have Blue 2-2-6 surrounded which would mean automatic elimination at 5 to 1. But a closer look finds that Red 2-3-6 would be soaking off against all remaining Blue Units at 2-14. Since this is greater than 1 to 6 it is not allowed. Therefore, if Red does not wish to bring up an additional soak off unit to bring the odds down to at least 1 to 6 then Red must eliminate his Red 2-3-6 Unit before resolving the 5 to 1 battle.

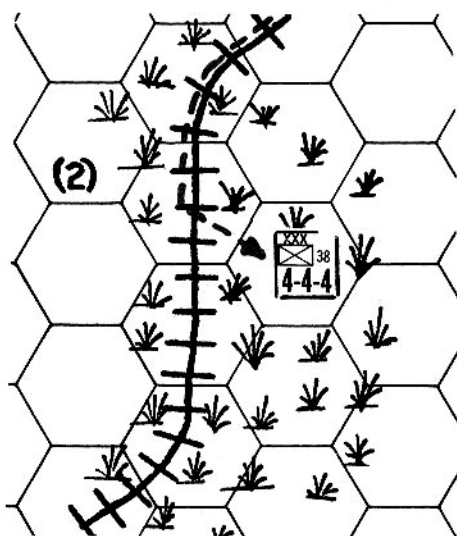
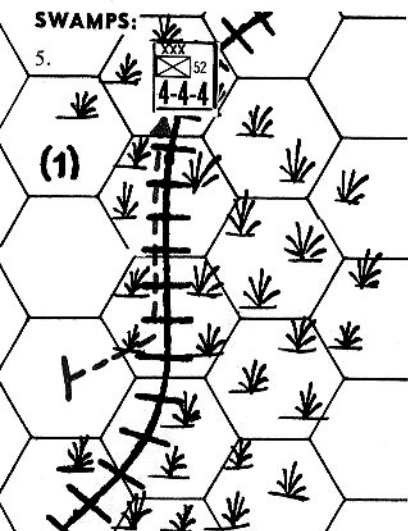
Red is not allowed to split his attack factor as shown. This situation must be resolved as one battle at 5-5.



In (1) Blue is the attacker and decides to resolve combat in two separate battles. In (2) we find that the result of both battles still leaves opposing units engaged. However, Blue cannot attack again in the same turn; therefore, Red 5-7-4 must either withdraw or counterattack. If he decides to counterattack as in (3) he is allowed to withdraw from his previous position (X) and re-enter as shown. Notice that the Red Unit is not allowed to re-enter Blue 6-6-6 zone at Square A because he would have to go to Square B first. And this is not allowed because Square B is controlled by a different Blue Unit. Of course Red could counterattack from his original position (X) if he wishes.

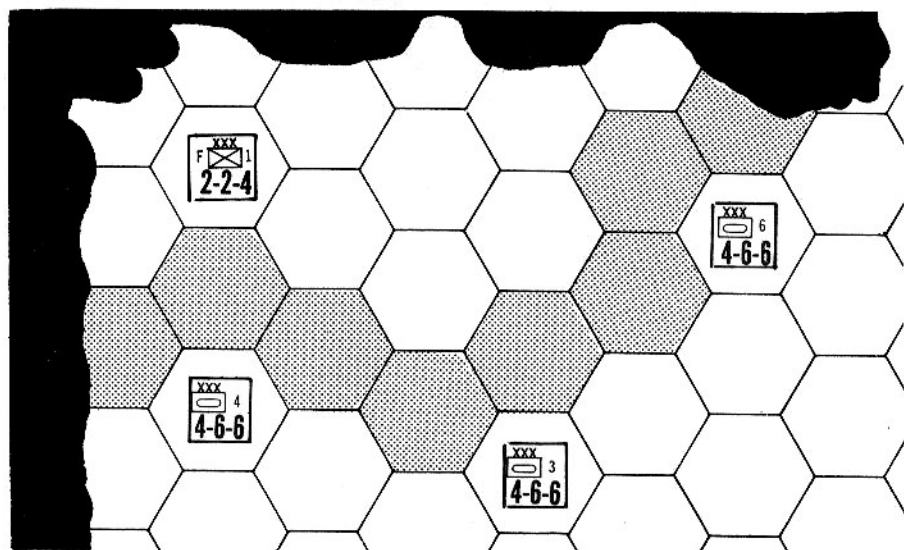


SPECIAL TERRAIN MOVEMENT



In (1) Blue is allowed to move one square onto the railroad and then take his railroad bonus in the same turn. In (2) Blue is allowed to move off a railroad and into a swamp or mountain providing he started his turn on a clear terrain or railroad square.

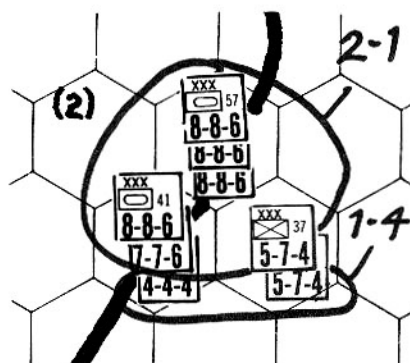
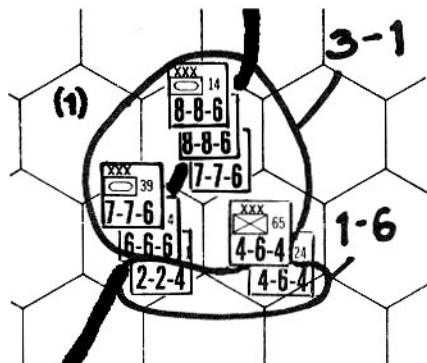
ISOLATION



Blue is isolated by a combination of the Sea and Red zones of control that link completely around the Blue Unit. In order to break this isolation Blue must eliminate one of the Red Units within two turns or be automatically eliminated.

HINTS ON GENERAL TACTICS

In the early stages Blue should avoid attacking at odds of less than 3 to 1. Therefore, he will have to concentrate his Armored Units into "killer" packs in order to gain at least 3 to 1 odds against river positions. Red's biggest advantage lies in defending behind river lines where his defense factor is doubled. Therefore, Blue must break these defensive positions as quickly and as often as possible. In order to do so Blue must make attacks similar to that shown in (1). Here a combination of a 3 to 1 and a 1 to 6 soak off accomplishes Blue's purpose because odds of 3 to 1 or better guarantee victory for terrain purposes. After the battle, regardless of the outcome, Red will be faced with having to give up the river line or counterattack at unfavorable odds.



Red's defensive strategy must be to preclude Blue attacking across river lines at 3 to 1 or better. He must so position his units so Blue is forced to attack at odds of 2 to 1 or less which often will prove disastrous for Blue. In (2) Red has increased the strength behind the river line so that the best possible odds Blue can get is 2 to 1. Naturally, Blue can defeat Red at 2 to 1 but adverse consequences are great and Blue is not guaranteed victory for terrain at odds less than 3 to 1. Throughout much of the game it will not be possible for Red to completely preclude Blue from getting 3 to 1 odds. Therefore, Red's defensive strategy must be based on giving up terrain of least value to Blue.



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COMBAT RESULTS TABLE

COMBINATION WINNING TABLE														
DIE ROLL	ODDS	1—6	1—5	1—4	1—3	1—2	1—1	2—1	3—1	4—1	5—1	6—1	ODDS	DIE ROLL
	1	A elim	A elim	A back 2	A back 2	D back 2	D elim	D elim	D elim	D elim	D elim	D elim	1	
	2	A elim	A elim	A elim	A back 2	Exchange	Exchange	Exchange	Exchange	Exchange	D back 2	D back 2	2	
	3	A back 2	A back 2	A back 2	A back 2	A back 2	D back 2	D back 2	D back 2	D elim	D elim	D elim	3	
	4	A elim	A back 2	A back 2	A back 2	A back 2	A back 2	A back 2	D back 2	D back 2	D back 2	D elim	4	
	5	A elim	A elim	A elim	A elim	A elim	A elim	Exchange	Exchange	D back 2	D elim	D elim	5	
	6	A elim	A elim	A elim	A elim	A elim	A elim	A elim	D elim	D elim	D elim	D elim	6	

Odds greater than 6 to 1 or 1 to 6 mean automatic elimination.

HOW TO RESOLVE COMBAT

STEP 1: Refer to the Chart below to reduce battle odds to a basic odds comparison shown on the Combat Results Table. To do this simply cross-index the attacker's factor (vertical column) with the defender's factor (horizontal line). For example, battle odds of 30 to 9 breaks down to 3 to 1. (When a dash (—) appears the weaker Units are automatically eliminated.)

STEP 2: The Die is rolled once by the attacker.









































































































STEP 3: The Die roll is matched up with the basic odds comparison to get the result of combat. For example, at 3 to 1 a Die roll of 6 means that all defending Units are eliminated. Repeat STEPS 1 through 3 for each separate battle.

[illegible]





















































ORDER OF BATTLE REFERENCE

Below is a miniature duplication of the Unit Counters you are to use as your **chessmen**. Use this as a check against Units that might get lost. Spare Counters are provided in the event you wish to duplicate Units that get misplaced.

GERMAN ORDER OF BATTLE

 11 3-3-4	 20 3-3-4	 34 4-4-4	 32 4-4-4	 34 4-4-4	 38 4-4-4	 1 4-4-4	 23 4-4-4	 6 4-4-4	 8 4-4-4	 20 4-4-4	 43 4-4-4	 7 4-4-4
 13 4-4-4	 9 4-4-4	 15 4-4-4	 12 4-4-4	 17 4-4-4	 35 4-4-4	 29 4-4-4	 48 4-4-4	 4 4-4-4	 49 4-4-4	 38 5-5-4	 68 5-5-4	 58 5-5-4
 26 5-5-4	 28 5-5-4	 2 5-5-4	 18 5-5-4	 28 5-5-4	 44 6-6-6	 46 6-6-6	 68 6-6-6	 24 6-6-6	 39 7-7-6	 36 7-7-6	 14 8-8-6	 42 8-8-6
 41 8-8-6	 57 8-8-6	 10 3-3-6	 3 4-4-6	 43 4-4-6	 53 4-4-6	 5 4-4-6						
												
 1 2-2-4	 2 2-2-4	 6 2-2-4	 7 2-2-4	 4 3-3-4	 16 3-3-4	 25 2-2-6	 21 2-2-4	 2 2-2-4	 1 2-2-4	 1 2-2-4	 3 2-2-4	 11 2-2-4
 3 3-3-4	 3 3-3-4	 3 3-3-4	 3 3-3-4	 3 3-3-4	 3 3-3-6							
												

RUSSIAN ORDER OF BATTLE

 2 4-6-6	 6 5-7-6	 4 6-9-6	 15 4-6-4	 32 4-6-4	 24 4-6-4	 36 4-6-4	 2 4-6-4	 21 4-6-4	 42 4-6-4	 27 4-6-4	 17 4-6-4	 29 5-7-4
 10 5-7-4	 12 5-7-4	 5 5-7-4	 4 5-7-4	 8 5-7-4	 35 5-7-4	 64 5-7-4	 13 5-7-4	 37 5-7-4	 35 5-7-4	 14 5-7-4	 9 5-7-4	 3 7-10-4
 28 7-10-4	 15 2-3-6	 2 2-3-6	 7 2-3-6	 1 4-6-6	 6 4-6-6	 3 4-6-6	 4 4-6-6					
												

GERMAN-RUSSIAN STRENGTH COMPARISONS

	INFANTRY		CAVALRY		ARMORED		ARM. INF.		TOTAL	
	Attk.	Def.	Attk.	Def.	Attk.	Def.	Attk.	Def.	Attk.	Def.
GERMAN	171	171	5	5	70	70	19	19	265	265
RUSSIAN	115	165	15	22	22	33			158	220

TIME RECORD

	Game 1			2			3			4			5			6			7			8			9			10		
	ACCUM GERM REPL	✓ HERE	ACCUM RUSS REPL	ACCUM GERM REPL	✓ HERE	ACCUM RUSS REPL	ACCUM GERM REPL	✓ HERE	ACCUM RUSS REPL	ACCUM GERM REPL	✓ HERE	ACCUM RUSS REPL	ACCUM GERM REPL	✓ HERE	ACCUM RUSS REPL	ACCUM GERM REPL	✓ HERE	ACCUM RUSS REPL	ACCUM GERM REPL	✓ HERE	ACCUM RUSS REPL	ACCUM GERM REPL	✓ HERE	ACCUM RUSS REPL	ACCUM GERM REPL	✓ HERE	ACCUM RUSS REPL			
JUNE 1941																														
G4 JULY																														
AUG																														
R4 SEPT																														
OCT *																														
NOV *																														
R6 DEC																														
JAN 1942																														
FEB																														
MAR *																														
APR *																														
H1 MAY																														
R8																														
JUNE																														
JULY																														
AUG																														
SEPT																														
OCT *																														
NOV *																														
DEC																														
JAN 1943																														
FEB																														
MAR *																														
APR *																														
MAY																														

Check off 1 box after every Russian turn. Game ends at the end of MAY 1943 turn.

*Possible MUD and SNOW months—at beginning of turn the German player rolls the die and consults the Weather Table for effect of weather on movement.

Months in **bold** are always SNOW months.

G4—Begin German replacement rate of 4 factors per month. H1—German Player places Hungarian and Italian units on board.

R4—Begin Russian replacement rate of 4 defense factors per city per month. R6—Increase Russian replacement rate to 6.

R8—Increase Russian replacement rate to 8.

WEATHER TABLE

ROLL OF DIE	OCTOBER	NOVEMBER	MARCH	APRIL
1	Perfect weather	Perfect weather	Perfect weather	Perfect weather
2	Perfect weather	Perfect weather	Perfect weather	Perfect weather
3	Perfect weather	Perfect weather	Mud	Perfect weather
4	Perfect weather	Snow	Snow	Perfect weather
5	Mud	Snow	Snow	Mud
6	Mud	Snow	Snow	Mud

Do not roll the die in December, January and February—they are always SNOW months.

EFFECTS OF WEATHER ON MOVEMENT

- SNOW:**
1. Movement Factors of ALL Units are cut in half except in mountains and swamps where it remains 1 square per turn.
 2. The railroad bonus is cut in half to 5 squares per turn.
 3. The following are frozen over and considered as plain squares:
 - a. All swamps north of the Divina River.
 - b. All lakes north of Moscow.
 - c. Rivers Luga, Volkhov, Svir and Northern Divina.
- MUD:**
1. Movement Factors of ALL Units are cut in half except in mountains and swamps where it remains 1 square per turn.
 2. The railroad bonus remains at 10 squares per turn.
 3. Lakes, Swamps and Rivers are not affected.

GERMAN ORDER OF BATTLE

XXX 11 3-3-4	XXX 30 3-3-4	XXX 34 4-4-4	XXX 52 4-4-4	XXX 54 4-4-4	XXX 38 4-4-4
XXX 13 4-4-4	XXX 9 4-4-4	XXX 35 4-4-4	XXX 12 4-4-4	XXX 17 4-4-4	XXX 55 4-4-4

XXX 26 5-5-4	XXX 28 5-5-4	XXX 2 5-5-4	XXX 1R 5-5-4	XXX 2R 5-5-4	XXX 44 6-6-6
XXX 41 8-8-6	XXX 57 8-8-6	XXX 10 3-3-6	XXX 3 4-4-6	XXX 43 4-4-6	XXX 53 4-4-6

F XXX 1 2-2-4	F XXX 2 2-2-4	F XXX 6 2-2-4	F XXX 7 2-2-4	F XXX 4 3-3-4	F XXX 10 3-3-4
H XXX 1 3-3-4	H XXX 2 3-3-4	H XXX 6 3-3-4	I XXX 7 3-3-4	I XXX 4 3-3-4	I XXX 10 3-3-6

XXX 1 4-4-4	XXX 23 4-4-4	XXX 6 4-4-4	XXX 8 4-4-4	XXX 20 4-4-4	XXX 43 4-4-4	XXX 7 4-4-4
XXX 29 4-4-4	XXX 48 4-4-4	XXX 4 4-4-4	XXX 49 4-4-4	XXX 3R 5-5-4	XXX 4R 5-5-4	XXX 5R 5-5-4

XXX 46 6-6-6	XXX 6R 6-6-6	XXX 24 6-6-6	XXX 39 7-7-6	XXX 56 7-7-6	XXX 14 8-8-6	XXX 47 8-8-6
XXX 5 4-4-6	XXX	XXX	XXX	XXX	XXX	XXX
	SPARE		SPARE		SPARE	

R XXX 1 2-2-6	R XXX 1 2-2-4	R XXX 2 2-2-4	R XXX 3 2-2-4	R XXX 4 2-2-4	R XXX 5 2-2-4	R XXX 11 2-2-4
XXX	XXX	XXX	XXX	XXX	XXX	XXX
	SPARE		SPARE		SPARE	

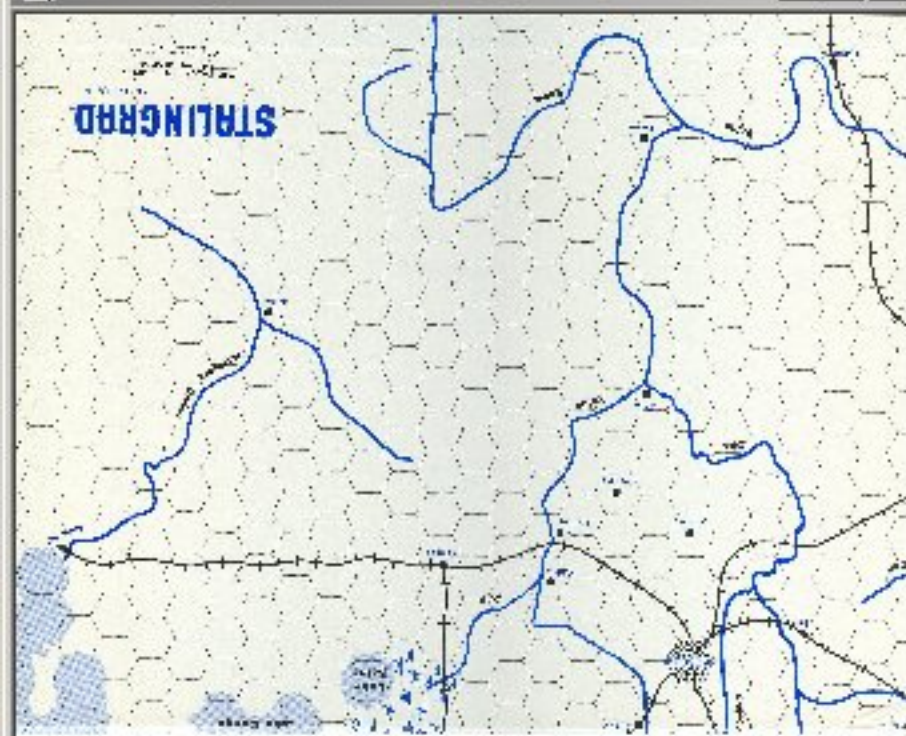
RUSSIAN ORDER OF BATTLE

XXX 2 2-3-6	XXX 7 2-3-6	XXX 15 2-3-6	XXX 2 4-6-4	XXX 11 4-6-4	XXX 16 4-6-4
XXX 17 4-6-4	XXX 22 4-6-4	XXX 24 4-6-4	XXX 27 4-6-4	XXX 42 4-6-4	XXX 65 4-6-4

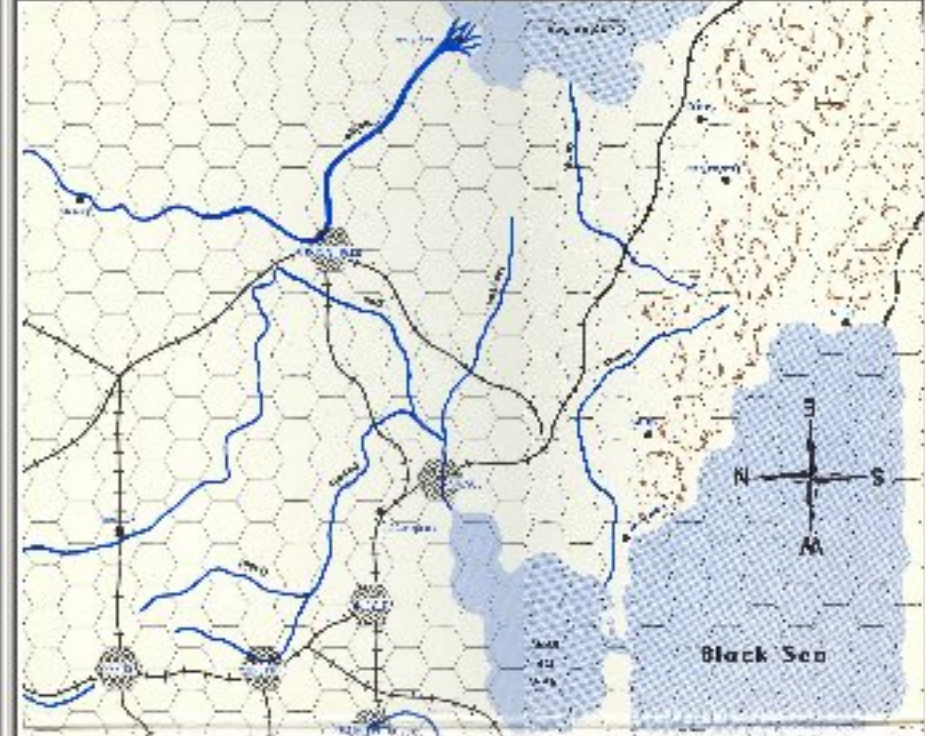
XXX 1 4-6-6	XXX 2 4-6-6	XXX 3 4-6-6	XXX 4 4-6-6	XXX 6 4-6-6	XXX 4 6-9-6
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XXX 5 5-7-4	XXX 14 5-7-4	XXX 13 5-7-4	XXX 64 5-7-4	XXX 12 5-7-4	XXX 36 5-7-4	XXX 64 5-7-4
XXX 9 5-7-4	XXX 4 5-7-4	XXX 29 5-7-4	XXX 8 5-7-4	XXX 10 5-7-4	XXX 35 5-7-4	XXX 6 5-7-6
XXX 3 7-10-4	XXX 28 7-10-4	XXX	XXX	XXX	XXX	XXX
		SPARE		SPARE		SPARE

AH-Stalingrad-Map-01* [1:6] (Background)



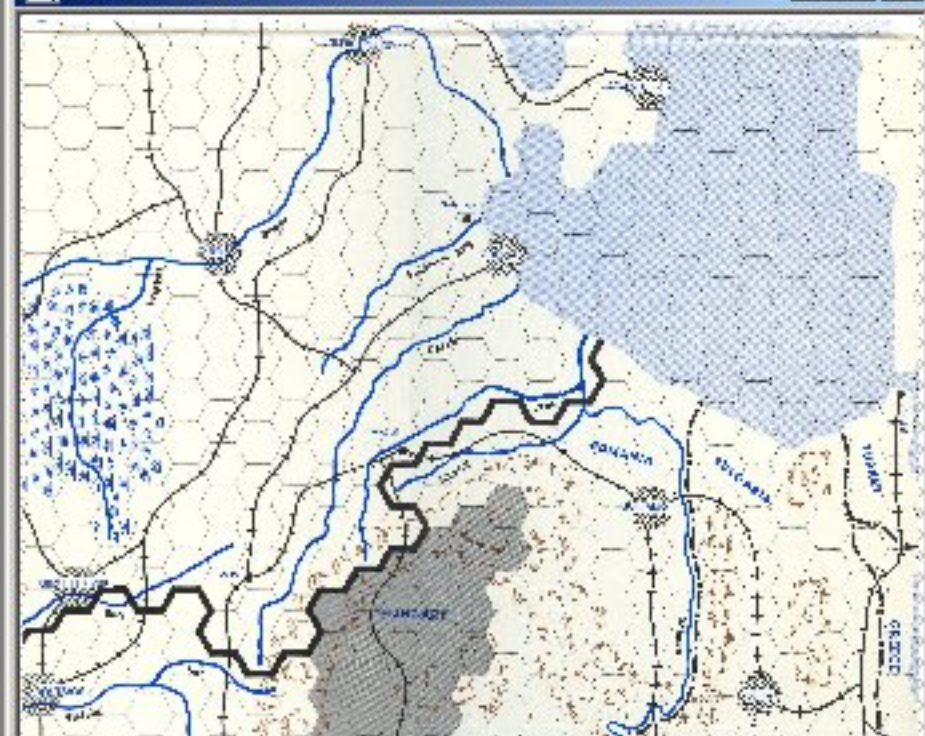
AH-Stalingrad-Map-02* [1:6] (Background)



AH-Stalingrad-Map-03* [1:6] (Background)



AH-Stalingrad-Map-04* [1:6] (Background)



STALINGRAD

T.M. Reg. App. For

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