

STRIKE OF THE HERON

THE APPROACH TO STALINGRAD AUG-SEP 1942

RULES of PLAY

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4

The example above is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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Or e-mail us at: admin@atomagazine.com

We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Strike of the Heron* discussion folders at consimworld.com.

1.0 INTRODUCTION

Strike of the Heron covers the breakthrough of the German XIV Panzer Corps and supporting units from the Don River to the Volga River in August 1942. Lead units reached the Volga River at Rynok, but their corridor was only a few miles wide and many miles long. The Soviet counterattack began soon afterward involving several ill-equipped, understrength, and often untrained armies against the vulnerable flank of the XIV Panzer Corps. The counterattacks would continue into and through September, at times forcing the Germans to rely on aerial resupply as the Soviets cut lines of communication.

1.1 Game Scale

Each hex on the map represents 1.5 miles. Each turn represents 12 hours. Units range from battalions to divisions.

1.2 Player Sides

In this normally two-player game, one player controls the Germans and the other the Soviets. The game can be played solitaire or, given the number of troops per corps or army, adapted for multiplayer gaming.

1.3 Die Rolls

The game requires a six-sided die (1D6). Players must supply at least one D6 to play the game, but additional D6s will be helpful. A single six-sided die roll is abbreviated as 1D6, generating a result of from 1 to 6. Rolling two six-sided dice is abbreviated as 2D6 and will generate a result from 2 to 12. This die roll result will often be modified by various die roll modifiers.

2.0 GAME COMPONENTS AND TERMS

Each copy of *Strike of the Heron* is composed of the following components:

- Two 17" x 22" map sections (east and west) forming an overall 17" x 43" map sheet.
- 280 die-cut counters, often double-sided.
- This set of rules, including charts and tables.

2.1 Game Map

The map shows the militarily significant terrain between the Don River and the Volga River, along with a compass rose to indicate true north and other directions. A hexagonal ("hex") grid is printed over the map to regulate the placement and movement of unit counters across the area. A counter will be located in one hex and only one hex at any one time. Each hex contains natural and/or man-made terrain that can affect movement and combat (detailed in the Terrain Effects Chart). The exact configuration may be altered to conform to the hex grid, but the relationships among them from hex to hex are accurate to the degree necessary to present players with the same command dilemmas faced by historical counterparts. Every hex has a four-digit identification number to help find specific locations and to record unit positions in case a game must be taken down before completion for game play at a future time. Areas without hex numbers are out of play and may not be entered.

2.1.1 The Turn Track Printed along the west edge of the map is a Turn Track running from Aug 21 to Sep 8, used to record the progress of day and night game turns, and determine when units must enter/exit the map.

2.1.2 The Number Track Under the Turn Track is a simple numbered track to record the accumulation/use of Supply Points (or Fuel and Ammo Points) and Victory Points gained during play.

2.1.3 Air Unit Holding Boxes These are printed in each side's respective corner of the map and hold each side's air units.

2.2 Counters

The game uses die-cut counters to represent combat units and various markers. The background colors indicate which side controls the counters as follows:

- German: Gray
- Soviet: Brown
- Markers: Tan (both sides may use)

2.3 Unit Types and Sizes

Specific unit types are indicated by NATO-style symbols, vehicle icons, or aircraft icons:

Headquarters

INFANTRY

- Soviet Trucked
- German Trucked
- German Halftracked
- German Pontoon Bridge

ARTILLERY

- Anti-Tank Gun
- Mechanized Anti-Tank Gun
- Soviet Mortar

ARMOR

- Soviet T-34 Tank
- Soviet T-70 Tank
- German Pz-IV Tank
- German Pz-III Tank
- German Pz-II Tank
- German PzJg Marder
- German Recon

AIR SUPPORT

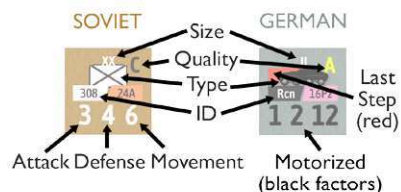
- Soviet Il-2 Bomber
- German He-111 Bomber
- German Ju-88 Bomber
- German Ju-87 Divebomber
- German Ju-52 Transports

Specific unit sizes are indicated as:

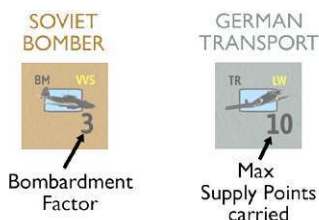
- I = Company (Cmp.) II = Battalion
- III = Regiment (Rgt.) X = Brigade (Bde.)
- XX = Division (Div.)

2.4 Sample Ground Units

All units possess a variety of information.



German and Soviet units printed with black numbers across the bottom indicate they are motorized units for movement and combat purposes. A printed red rectangles to the left of a unit's type symbol indicates the unit is on its last step of strength.

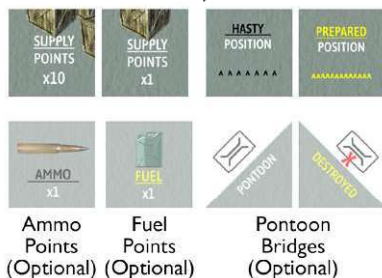


2.5 Game Markers

The game uses a number of markers to denote various statuses. Markers are not units and are ignored for stacking limit purposes. Most are for both sides:



Some are German-only markers:



2.6 Game Charts, Tracks, and Tables

These will be consulted to provide information and results for various game actions, including Game Turn Record Track, Terrain Effects Chart, and various Combat Results Tables.

2.7 Game Terms and Abbreviations

- 1GdA: Soviet 1st Guards Army
- 4TkA: Soviet 4th Tank Army
- 8C: German 8th Corps
- 14PzC: German XIV Panzer Corps
- 24A: Soviet 24th Army
- 51C: German 51st Corps
- 62A: Soviet 62nd Army
- 66A: Soviet 66th Army
- 1D6: Roll one six-sided die.
- 2D6: Roll two six-sided dice and total.
- AE: Attacker Eliminated
- ARE: Attacker Retreat
- AP: German Ammo Point
- BM: Bomber Aircraft
- CRT: Combat Results Table
- CS: Combat Strength
- DB: Dive Bomber Aircraft
- DE: Defender Eliminated
- DPT: Disrupted DR: Die Roll
- DRE: Defender Retreat
- DRG: Disorganization
- DRM: Die Roll Modifier (an addition to or subtraction from the DR)
- Eng: Combat Engineer
- EZOC: Enemy Zone of Control
- FP: German Fuel Point
- HQ: Headquarters
- Kvch: Kovachko
- LOS: Line of Supply
- LW: German Luftwaffe (Air Force)
- MG: Machine Gun
- Mot: Motorized
- MP: Movement Points
- NKVD: People's Commissariat for Internal Affairs
- OOS: Out of Supply
- Rcn: Recon
- RTD: Routed

- SP: Supply Points TEC: Terrain Effects Chart
- TkC: A Soviet Tank Corps
- TQR: Troop Quality Rating
- TR: Transport Aircraft
- VVS: Soviet Air Force
- ZOC: Zone of Control

3.0 IMPORTANT CONCEPTS BEFORE YOU BEGIN

Before reading the main rules, players should familiarize themselves with various game mechanic concepts that affect play.

3.1 Stacking

Stacking reflects the placement of more than one friendly unit into a single hex. Stacking limits are in effect at the end of the Movement Phase and again at the end of the Combat Phase (including retreat and advance after combat results). If allowed, only friendly ground units may stack together. Units found to be in excess of stacking limits are eliminated.

3.1.1 Bomber Units Bomber units may temporarily stack on enemy units when performing bombing or support missions. Once the mission is completed, the bomber units are removed from the hex. There is no Anti-Aircraft combat in this game.

3.1.2 Soviet Stacking Limits Soviet ground units never stack. A maximum of one Soviet ground unit may occupy one hex. A headquarters unit is considered a ground unit and never stacks on another ground unit. Soviet units in excess of this limit at the end of a Phase are eliminated.

3.1.3 German Stacking Limits In one hex, the German player may stack a Headquarters unit and up to:

- Two battalions, or;
- One battalion and three companies, or;
- One regiment.

3.1.4 Stacking and Movement Stacking limits must be met by the end of movement. Units may temporarily overstack during the act of movement as long as stacking limits are met at the end of the Movement Phase.

3.1.5 Stacking and Combat German units stacked in a hex must be attacked as one combined defensive strength. German units stacked in a hex may attack different hexes. A unit in a stack may only attack once per turn and may only attack one enemy hex in the Combat Phase. Any advance after combat result affects only those units in a stack which participated in an attack. Likewise, any adverse combat result affects only those units in a stack which participated in the unsuccessful attack.

3.2 Zones of Control (ZOC)

All ground units – except Headquarters (HQ) -- exert a ZOC into the six hexes surrounding the hex that the ground unit occupies. Friendly ZOCs affect only enemy units.

3.2.1 Overlapping ZOCs Friendly and enemy units exert ZOCs into empty hexes equally. There is no additional impact when more than one unit exerts its ZOC into a given hex.

3.2.2 ZOCs and Terrain Units never project ZOCs across unbridged Don River and Volga River hexsides or into city hexes. Otherwise, units project ZOCs into all terrain types. Units in a city hex project ZOCs into non-city hexes, but never into other city hexes.

3.2.3 ZOCs and Movement Units that move into an enemy ZOC must immediately end movement. The presence of a friendly unit does not negate enemy ZOCs for movement purposes. At the start of movement, a friendly unit may exit an enemy ZOC if the first hex moved into is free of enemy ZOCs. Exception: German Infiltration Movement (Section 10.2).

3.2.4 ZOCs and Supply Supply may be traced through a hex subject to an enemy ZOC but containing a friendly unit.

3.2.5 ZOCs and Combat A Unit suffering a retreat result is eliminated when retreating into an enemy ZOC unless the hex contains a friendly unit, in which case the friendly unit is replaced by the retreating unit and the friendly unit is displaced to a hex free of enemy ZOCs. This displacement may be repeated as often as necessary. Units performing Advance after Combat must stop in the ZOC of an enemy unit with an A Troop Quality Rating (Section 3.3), but may ignore ZOCs of enemy units with B and C TQRs.

3.2.6 ZOCs and Routed (RTD) Units Units with a RTD marker do not possess a ZOC.

3.3 Troop Quality Rating (TQR)

Each ground unit possesses an A (highest), B, or C (lowest) Troop Quality Rating that reflects that unit's historical morale and performance. The rating affects combat and advance after combat. TQRs are never altered by DRG, DPT or RTD status.

3.3.1 TQR and Combat The attacker and defender compare TQRs, with the unit with the higher TQR receiving a beneficial column shift on the CRT. Consult the TQR Column Shift Table below for the number of column shifts, if any.

TQR Column Shift Table

= column shifts for attacker

		Defender		
		A	B	C
Attacker	A	0	+1	+2
	B	-1	0	+1
	C	-2	-1	0

If multiple units are involved in a combat, the Germans and Soviets use the TQR shared by the most units. If the TQR numbers are tied,

the Germans use the highest TQR value and the Soviets use the lowest TQR value. Optional Rule 19.2 (in the accompanying article) offers a more nuanced method of TQR calculation when multiple units are involved.

3.3.2 TQRs and Advance after Combat Units performing Advance after Combat must stop in the ZOC of an enemy unit with an A Troop Quality Rating, but may ignore ZOCs of enemy units with B and C TQRs. Furthermore, if the enemy unit with the A TQR is in a Disorganized (DRG), Disrupted (DPT), or Routed (RTD) status, its ZOC is also ignored.

3.4 Combined Arms

A Combined Arms combat column shift bonus may be claimed by an Attacker or Defender by meeting certain criteria:

- The Attacker claims the bonus when the units are in Attack Supply and the attacker's hexes contain at least one non-armor unit and one armor unit attacking a defending hex that contains only infantry, motorized infantry, or HQs.
- The Defender claims the bonus when the defending hex has at least one tank or one anti-tank unit in it. The Defender can be in any supply status, including OOS.

Combined Arms may occur in any terrain type, including cities, towns, across Minor Rivers, and hexes with Hasty Positions and Prepared Positions. Units in DRG, DPT, or RTD status never claim Combined Arms benefits. Soviet units may claim an Attacker Combined Arms bonus only if all units comprising the attack come from the same Army or Tank Corps. German units may claim an Attacker Combined Arms bonus using units from any German division.

3.5 Fog of War

Both players are always allowed to examine units and markers in any stack of counters.

3.6 Rounding Factors

In certain circumstances, factors will be halved. In all such cases, round down.

4.0 SUPPLY

The Sequence of Play designates the phases when to check the supply status of units and HQs. Supply is checked at the beginning of the Phase and is in effect for the entire Phase. Soviet units may be in General Supply, Attack Supply, or Out of Supply. German units may be in Attack Supply or Out of Supply. Conditions are different for German and Soviet sides. All OOS units except Headquarters (HQ) units retain their ZOC.

4.1 Path of Supply (LOS)

A unit traces a Path of Supply (LOS) from the hex it occupies through a series of hexes free of enemy units and enemy ZOCs back to a friendly Supply Source. For purposes of supply, friendly units in the hex they occupy negate enemy ZOCs. If unable to trace an LOS, a unit is considered Out

of Supply. Note that certain specific conditions apply in the tracing of an LOS. The LOS cannot be traced across an unbridged Major River hexside, but may be traced across all other terrain types. The LOS must be free of enemy units and their ZOCs -- either will block the path. However, a friendly unit occupying a hex through which the LOS is traced will negate any enemy ZOC in that hex for purposes of tracing an LOS through that hex. No unit is ever removed from play due to being Out of Supply. For LOS purposes, Routed (RTD) units' MPs are halved (round down).

Note: Railroads are never used for supply or tracing an LOS.

4.2 Soviet Supply

Soviet units in General Supply may only defend. They need to be in Attack Supply in order to attack. Soviet units in Out of Supply status never attack, may suffer movement restrictions, and defend at half strength (rounded down). Soviet units in General Supply or Attack Supply may use their full MP allowance.

4.2.1 Soviet General Supply For a Soviet unit, including a HQ, to be in General Supply, it must be able to trace an LOS of 7 or fewer MPs to a road. Consult the Terrain Effects Chart (TEC) for MP costs per hex. This road forms a second LOS using the road network of unlimited length off the northern or eastern edge of the map. Any combination of connecting roads may form this second LOS. It is not necessary for a unit to trace an LOS to its parent HQ to be in General Supply.

4.2.2 Soviet Attack Supply For a Soviet unit, including a HQ, to be in Attack Supply, it must be able to trace an LOS of 7 or fewer MPs to their parent Corps HQ or parent Army HQ. This HQ must be within one hex of a road and must trace a second LOS of unlimited length using the road network off the northern or eastern edge of the map. Units in Attack Supply may move and attack only if their parent HQ has been activated. Note that Attack Supply must be in force at the start of the Combat Phase for a Soviet unit to attack.

4.2.3 Soviet Out of Supply If a Soviet unit is not in General Supply or Attack Supply, the unit is Out of Supply (OOS). Place an OOS marker on the unit. An OOS Soviet unit never attacks and its defense strength is halved (rounded down). Soviet OOS infantry, mortar, and anti-tank units may move full MPs, but OOS HQ, motorized, and artillery units MPs are halved (rounded down). The Soviet player may never voluntarily move his units into OOS status.

4.3 German Supply

A German unit's supply status is either in Attack Supply or OOS. German units have no General Supply status. In order to be in Attack Supply, German units must be able to trace an LOS from the unit to its Division HQ to its Corps HQ via any combination of major and minor roads to a bridge (permanent or pontoon) over the Don River. During Rain turns, all German supply LOS MPs **cost an additional 1 MP per hex**. If LOS of

units under the command of any German Corps HQ is interdicted, the Corps HQ can receive air lifted Supply Points (SPs) for movement and combat operations (see Section 4.4 below).

4.3.1 German Attack Supply For a German unit, including a HQ, to be in Attack Supply, it must trace an LOS of 12 or fewer MPs to its parent Divisional HQ. The Division HQ must trace an LOS of 12 or fewer MPs to its parent Corps HQ. The Corps HQ must be located on a road and trace an LOS of unlimited length along the road network to a bridge over the Don River.

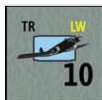
Note: For LOS and organizational purposes the 8 Corps contains the 384 and 389 Divisions; the 51 Corps contains the 295, 71, and 76 Divisions; and the XIV Panzer Corps contains the 16 Panzer, 3 Motorized, and 60 Motorized Divisions.

4.3.2 German Out of Supply (OOS) If a German unit is not in Attack Supply, it is OOS. OOS infantry units may move full, but all tank, motorized, machine gun, artillery, and HQ units' MPs are halved (rounded down). German OOS units defend at full strength, but attack at half strength (rounded down). German OOS units never create defensive positions. The German player may voluntarily move his units into OOS status.

4.3.3 The Don River The German LOS must cross the Don River at bridges or pontoon bridges. If the crossing bridge is destroyed or the road blocked, German units may trace an Attack Supply LOS of 14 or fewer MPs to the river. German units 15 or more MPs beyond the Don River are OOS unless the LOS can cross a bridge. *Play Note: For maximum German supply flexibility, use optional rule Pontoon Bridge Repair Option (Case 19.4.5 in the accompanying article).*

4.4 Supplying Cutoff German Units

The German player may fly in supplies using transport aircraft to a Corps HQ (and by extension its ground units) unable to trace an LOS back to the Don River. A maximum of 30 German Supply Points (SP) are available per turn. SPs not flown into a pocket are lost – no stockpiling. Each German unit, regardless of size, requires 1 airlifted SP to be in Attack Supply (see Case 4.3.1). Otherwise, units without assigned SPs are OOS (Case 4.3.2). The Soviets never fly in supplies to isolated pockets.



4.4.1 Transport Aircraft German transport aircraft are only available when the German player wins the Air Initiative die roll during the Air Phase (Module 6.0), with the total number of aircraft available dependent on a die roll (Section 6.1). German transport (TR) and Bomber (BM) aircraft may transport SPs with the number on the counter indicating the maximum number of SPs per counter. Dive Bombers (DB) never fly SP transport missions. BM units that fly SP transport missions do not fly bombing or ground support missions. Likewise, BM units that fly bombing or ground support missions do not fly SP transport missions.

4.4.2 Air Transported SP Procedure Air-transported SPs by TR and BM units must deliver their entire SP amount to one and only one German Corps HQ. An individual TR or BM unit never performs a “hop and drop” SP mission to multiple HQs. TR or BM units never deliver SPs to non-HQ units.

Exception: See Optional Rule 19.1 in the accompanying article.

Use the SP markers to track SPs delivered and expended. SPs delivered to a specific HQ may be carried over from one turn to the next, as it is possible for the German player to lose the Air Initiative and be prevented from obtaining aircraft. When a ground LOS becomes available from a HQ to the Don River, any stored SPs at that HQ are lost.

Play Note: While there are two formal SP markers in the mix, if the German player needs to run multiple air transport SP operations to different Corps HQs, use the Fuel and Ammo markers as SP markers to track those missions.

4.4.3 SP Expenditure for OOS Units The German player expends the SPs delivered to the HQ at the beginning of a Phase. It costs 1 SP per Phase to put one German unit in Attack Supply for movement and combat purposes. It costs 1 SP to construct a German Hasty Position and another 1 SP to upgrade a Hasty Position to a Prepared Position.

Example 1: A tank unit would need 1 SP in the German Movement Phase to move its full movement allowance, 1 more SP in the German Combat Phase to attack with its full combat factors, and a third SP in the German Motorized Movement Phase to again move its full movement allowance.

Example 2: An OOS infantry unit still moves with its full movement allowance, but needs 1 SP in the German Combat Phase to attack with its full combat factors. Infantry units do not move in the German Motorized Movement Phase.

5.0 SEQUENCE OF PLAY

Game play is divided into game turns, with each game turn further subdivided into a sequence of phases. Players perform the Phases in order and must complete a Phase before beginning the next Phase. When all Phases are completed, the turn is completed. At the end of the final game turn the victory conditions are consulted to determine the victor. During Soviet Phases the Soviet player is called the phasing player and the German player is called the non-phasing player. During German Phases the German player is called the phasing player and the Soviet player is called the non-phasing player.

1. Weather Determination Phase: The German player rolls 1D6 to determine the weather condition for the turn. On a DR of 1-5: Clear. On a DR of 6: Rain. If already Rain, possibility of Mud (Section 6.0).

2. Air Initiative Phase: The German player rolls 1D6 to determine which side obtains Air Initiative (Section 6.1) this turn. On a DR

of 1-4: German. On a DR of 5-6: Soviet (see Section 6.2 for maximum number of air units available). Non-TR Air units may perform aerial bombardment missions in this Phase or be saved for ground support missions during the Combat Phase.

3. German Defensive Position Phase: The German player may place eligible German units into a Hasty Position or upgrade a Hasty Position to a Prepared Position.

4. Soviet HQ Activation Phase: The Soviet player checks the supply status of all his units and HQs at the start of this phase to determine which HQs are eligible to activate. During this phase, the Soviet player must also trace a Path of Supply (LOS) from each eligible HQ back to a Soviet supply source, noting each LOS length in MPs. He then rolls one die per eligible HQ he wishes to activate, cross-referencing that HQ's LOS length with the die roll on the Soviet Activation Table. A maximum of two Soviet Army HQs may attempt to activate per turn. Only Soviet Army HQs that activate can have their subordinate combat units voluntarily move and possibly attack that turn. A HQ activation only lasts for one turn.

5. Soviet Movement Phase: Activated Soviet HQs (and their subordinate combat units) only are now free to move, up to the limit of their respective Movement Allowances. Unactivated units may not voluntarily move at all. If eligible, Soviet reinforcements arrive at specified hexes.

6. Soviet Artillery Bombardment Phase: Eligible artillery units of any type may conduct bombardment on enemy units if the target hex has at least one friendly unit from the SAME army adjacent to it OR the spotting unit is on a hill and enemy units are within two hexes of it. Use the Bombing table to resolve OR the Combat table. If the latter, artillery suffer no adverse results if it fails to produce a desired result. Artillery adjacent to enemy units may only attack those units. Any number of eligible artillery units may combine strengths in a bombardment. Artillery units that perform bombardment never provide support in the Combat Phase.

7. Soviet Combat Phase: The Soviet player checks the supply status of all his activated HQs and units at the start of his Combat Phase. Activated Soviet HQs and their subordinate combat units that are in supply may now conduct attacks. Unactivated units cannot attack.

8. German Movement Phase: The German player checks the supply status of all his combat units and HQs at the start of his Movement Phase. All combat units and HQs are free to move, up to the limit of their respective Movement Allowances. Reinforcements arrive at specified hexes. Isolated German Tank and Motorized units without an LOS to the Don River require expenditure of SP from its parent HQ to move. Isolated Infantry and Mortar units never have to expend SPs to move in this phase.

9. German Combat Phase: The German player checks the supply status of all his combat units and HQs at the start of his Combat Phase. German units may now conduct attacks. Isolated German units without an LOS to the Don River require expenditure of SP from its parent HQ to attack.

10. German Motorized Movement Phase: The German player checks the supply status of all his motorized combat units and HQs at the start of his Motorized Movement Phase. All motorized units (only) are allowed to move again, up to the limit of their respective Movement Allowances. Isolated tank and motorized units without an LOS to the Don River must expend Supply Points (SPs) to move. Infantry and Mortar units never move in this phase.

11. Mutual Recovery Phase: Both sides may now remove any Disorganized markers on its units, and roll to attempt to remove any Disruption or Rout markers. After each side has done so, the game turn has ended. If all turns of a scenario have been performed, the game is over. If not, advance the Turn marker to the next box on the Turn Record Chart and perform the 10 phases of a turn.

6.0 WEATHER DETERMINATION PHASE



The German player rolls 1D6 for the weather condition this turn. On a DR of 1 through 5, the Weather is clear. On a DR of 6, the Weather is Rain. Weather changes as follows:

- If the current turn's Weather is Rain and the DR for the next turn is Rain, then the Weather is Mud.
- If the current turn's Weather is Rain or Mud and the DR for the next turn is Clear, then the Weather is Clear.
- If the current turn's Weather is Mud and the DR for the next turn is Rain, then the Weather remains Mud.
- Make sure the Game Turn marker reflects the Weather condition.

6.1 Rain Effects



All movement along Major Roads costs 1 MP per hex. All movement along Minor Roads costs 2 MP per hex. All other hexes cost an additional 1 MP to enter. All air units are grounded.

6.2 Mud Effects



All movement along Major Roads costs 1 MP per hex. All movement along Minor Roads costs 3 MP per hex. All other hexes cost an additional 2 MPs to enter. All air units are grounded.

7.0 AIR UNITS

The player with Air Initiative obtains air units that can be used for aerial bombardment (Section 6.3)

or combat support (6.4) missions. The German player also has the option of performing aerial transport supply missions using TR or BM units. The Soviet player never performs aerial transport supply missions. The game contains no fighter aircraft or anti-aircraft – these were incorporated into the overall game mechanics.

7.1 Air Initiative and Air Superiority

The German player rolls 1D6 for Air Initiative. On a DR of 1 through 4, the German player obtains Air Initiative and claims Air Superiority for the turn. On a DR of 5-6, the Soviet player obtains Air Initiative and claims Air Superiority for the turn. The winner of Air Superiority rolls for the number of aircraft available (see Section 7.2).

7.1.1 Automatic Aircraft Superiority On certain turns in a scenario, one side or the other has automatic Air Superiority. When this occurs, all air units for that side are available. Do not roll for the number of aircraft available (Section 7.2).

7.2 Air Unit Availability

The player with Air Superiority rolls 1D6 to determine the maximum number of air units available for the turn.

DR	Number of Air Units
1-2	2 units
3-4	3 units
5-6	All units

The player selects any of the units in the counter mix up to the maximum number rolled. If the scenario indicates that one side has automatic Air Superiority (Case 7.1.1), all air units for that side are available. Do not roll for the number of aircraft available.

Note: If the German player has Air Initiative, all TR aircraft units are automatically available in addition to the units obtained by 1D6 roll.

7.3 Aerial Bombardment Missions

DB and BM units may perform Aerial Bombardment on a ground unit. TR units never perform aerial bombardment. Air units performing Aerial Bombardment in the Air Phase are never used for Ground Support missions in the Combat Phase of the same turn. Air units may shift between Aerial Bombardment and Ground Support missions each turn. There are no fighter interceptions or anti-aircraft combats in this game. Aircraft units are never aborted or destroyed.

7.3.1 Bombarding Ground Units A ground unit may only be attacked once during Aerial Bombardment. If multiple air units attack a ground unit or stack of ground units, the bombardment factors must be combined into one Aerial Bombardment attack. However, a ground unit suffering an Aerial Bombardment in the Air Phase may be targeted by a different air

unit performing a Ground Support mission in the Combat Phase. If Soviet air units attack a German stack of units, results of the Aerial Bombardment apply to each German unit in the stack.

7.3.2 Bombardment Procedure Total up the bombardment factors and roll 1D6 on the Aerial Bombardment Table for results. Ignore any TEC die modifiers. A ground unit that is Disorganized (DRG) and suffers a second DRG result or a Disrupted (DPT) result becomes DPT. A ground unit that is DPT and suffers a second DPT result or a Routed (RTD) result becomes Routed (RTD) and immediately performs a retreat of three hexes. Adjust markers accordingly.

7.4 Aerial and Artillery Bombardment of Bridges

Bridges are present wherever a road crosses a river hex side. In addition, the German player has the ability to build up to two pontoon bridges that may be built across any Minor River hex. A player may attempt to destroy a bridge by aerial bombardment or by artillery bombardment. Only one aerial bombardment or artillery bombardment attempt per bridge is allowed per turn. Never roll both in a turn. Add up all the bombardment factors, roll 1D6, and cross index the die roll with the numbers of factors on the Bombardment chart. If an asterisk is in the combat results, the bridge is destroyed.

7.5 Ground Support Missions

A maximum of two DB and/or BM air units (not TR) may provide ground support to an attack by friendly ground units in the Combat Phase (Case 12.3.2). Each air unit, regardless of bombardment factors, shifts the attacker's final column one to the right on the Combat Results Table.

8.0 GERMAN DEFENSIVE POSITION PHASE

German units with an LOS may adopt enhanced defensive positions -- Hasty Position and Prepared Position – in a hex. Only one type of defensive position marker may be in a hex. Soviet units never create enhanced defensive positions. All terrain effects are used in a hex containing an enhanced defensive position. Enhanced defensive position effects are ignored when the German units inside are attacking during the German Combat Phase.

8.1 Hasty Positions



To create a Hasty Position, a German unit must have an LOS and be within 10 MPs of its parent Corps HQ. The unit may be in a ZOC of a Soviet unit. Creation is automatic. Place a Hasty Position marker atop the unit or units that created it. A German unit or stack of units defending a Hasty Position receive a one column shift to the left when attacked by Soviet unit. The Hasty Position marker remains in play as long as a German unit occupies the hex at the end of German Movement

Phase. If empty of German units, the Hasty Position marker is removed from play.

8.1.1 Restrictions A unit in an isolated pocket that cannot trace an LOS across the Don River may create a Hasty Position by expending 1 SP. German units that are Out of Supply or currently in Disorganized (DRG), Disrupted (DPT), or Routed (RTD) status, or whose parent Corps HQ itself is in DRG, DPT, or RTD status, cannot create a Hasty Position.

8.2 Prepared Positions

To create an upgraded Prepared Position, a German unit must have an LOS, be within 10 MPs of its parent Corps HQ, and occupy a Hasty Position. The unit may be in a ZOC of a Soviet unit. Creation is automatic. Place a Prepared Position marker atop the unit or units that created it. A German unit or stack of units defending a Prepared Position receives a two column shift to the left when attacked by Soviet unit. The Prepared Position marker remains in play as long as a German unit occupies the hex at the end of German Movement Phase. If empty of German units, the Prepared Position marker is removed from play.

8.2.1 Restrictions A unit in an isolated pocket that cannot trace an LOS across the Don River may create a Prepared Position by expending 1 SP. German units which are Out of Supply or currently in Disorganized (DRG), Disrupted (DPT), or Routed (RTD) status, or whose parent Corps HQ itself is in DRG, DPT, or RTD status, cannot create a Prepared Position.

8.3 Limits and Effects

Only one type of defensive position marker may be in a hex. The countermix limits the number of defensive position markers available (Exception: Case 17.2.3). Removed markers can be recycled for new positions. German units with DRG or DPT status may remain inside the prepared position. German units with RTD status or suffering a Retreat result from the CRT must exit the position. A German unit in any status may retreat into defensive positions if it adheres to stacking restrictions. German units in defensive positions may be displaced (Case 13.3.1).

9.0 SOVIET HQ ACTIVATION

The Soviet player determines Army HQs that will activate via die rolls. The maximum number of allowed Army activations in a turn is two. If the first selected Army fails its DR activation, a second activation attempt must be made using a different Army. If the both activation attempt fails, no other Soviet Army may attempt an activation. A successful Army activation allows that Army's units to move and pursue combat, although additional restrictions apply.

Historical Note: The German advance beyond the Don River towards Stalingrad took the Soviets by surprise. Chaos within Soviet commands was a bit of an understatement.

9.1 Army Activation Priority

Every turn, the Soviet player **must** attempt to activate the 4 Tank and 62 Armies before any other Army activations. However, if either of these two Armies is ineligible for activation, another eligible Army may be selected to roll for activation. Regardless of eligibility, the Soviets may attempt a maximum of two Army activation DRs. If no other Armies are eligible, up to three Tank Corps may be automatically activated without a die roll.

Note: Scenarios may impose specific priorities or other restrictions on activations.

9.2 Army Activation Eligibility

To be eligible for Army activation, the Army HQ must be:

- In good status. Army HQs that are DRG, DPT, or RTD status are ineligible for an activation roll.
- Either on or within 4 MPs of a road. If 5 MP or more away from a Major or Minor Road, the HQ is ineligible.
- Able to trace an LOS of any length along Major or Minor Roads to a Soviet supply source. OOS HQs are ineligible.

Subordinate units outside the 12 MP distance from HQs move up to half MPs (round down) as long as they are decreasing the MP distance to their parent HQ. They are still in General Supply, but may not attack or move until the parent Army HQ activates. OOS units outside 12 MPs from HQ never move.

9.3 Army Activation Calculations

Count the number of MPs from an eligible Army HQ to the nearest Soviet supply source. Roll 2D6 and consult the Soviet Activation Table to see if the Army activates or not.

9.4 62 Army Limitations

An optional rule (Section 19.5 in the accompanying article) concerning 62 Army activation reflects greater historical accuracy than standard Army activation.

9.5 HQ Kovachenko

HQ Kovachenko (Kvch) automatically activates when the 1 Guards Army activates and is subordinate to the 1 Guards Army HQ. The following units may trace supply to either the 1 Guards Army (HQ 1GdA) or the Kovachenko HQ: the 38 and 41 Guards Divisions, the 24, 64, 84, 116, and 315 Infantry Divisions, and the 4 and 16 Tank Corps.

9.6 Army Activation Priority Change

Beginning on the Sep. 2 AM Turn, the Soviet player rolls 1D6 to determine Army activation priority.

DR	Army
1-2	66 Army
3	1 Guards Army
4-5	24 Army
6	4 Tank Army

The Army rolled must follow eligibility requirements (Section 8.2). If the Army is ineligible or fails the activation, roll again for a different Army. Once one random Army has activated, the Soviet player may select any of the other Armies to roll for activation or select up to three Tank Corps for automatic activation.

9.7 Operational Reserves (Through Aug 24 PM Turn Only)

All Soviet units within 14 MPs of the Don River operate normally within the regular context of the rules. Those beyond 14 MPs of the Don River are in Operational Reserve and never move even if their parent HQ is activated. This situation remains in effect through the Aug 24 PM turn. On the Aug 25 AM turn, Army activation rules apply. These units will automatically become available for activation if directly attacked or if within 12 MPs of their parent HQ and the parent HQ or any of its units are attacked. Once the parent HQ or subordinate units are attacked, all subordinate units are available for activation if the parent Army subsequently activates.

Design Note: This rule showcases the layers of Soviet command that had to be prodded out of inertia to respond to the German offensive.

9.8 Activating Soviet Tank Corps

Tank Corps that are not under an Army HQ have limited means to activate (Section 9.1 and Section 9.5).

10.0 MOVEMENT

Players may move some, none, or all eligible units up to the unit's MP allowance, modified by terrain type listed in TEC, supply status, combat effects, and/or Weather effects, during their specific Movement Phase. Each unit moves individually, hex-by-hex, until it expends all MPs, the player wants to end movement, or enters a ZOC. Units only enter numbered hexes and never enter non-hexes. Units may always move at least 1 hex providing all MPs are expended and the hex being entered does not have terrain or ZOCs that prevent the unit from entering. Units move from a hex to one of the six adjacent hexes – no skipping hexes. Units may enter and exit hexes occupied by friendly units as long as stacking limits are observed at the end of the Movement Phase. Units never accumulate MPs from turn to turn and never transfer MPs to other units. Units never enter hexes containing enemy units.

10.1 Movement and Terrain

When entering a hex, always use the most expensive applicable terrain MP costs listed on the TEC.

10.1.1 Road Units moving along a road may pay road MP costs when moving from one road hex to a connecting road hex. When moving by road, ignore all other terrain MP costs, including hexside MPs. A unit may use both road and regular movement rates in a movement phase.

10.1.2 Rivers and Gorges Units never enter or cross the Volga River (Major River). All units may cross the Don River (Minor River) by using a bridge or by paying the appropriate additional 2 MPs terrain cost. All units may cross the gorges by paying the appropriate additional 3 MPs terrain cost. The German player must trace an LOS using a bridge across the Don River for supply purposes. A bridge is considered part of the Road. Bridges may be destroyed by aerial bombardment or artillery bombardment (Section 6.4).

10.2 Movement and ZOCs

All units cease movement when entering an enemy ZOC from a non-enemy ZOC hex. Soviet units never move from one enemy ZOC to another enemy ZOC. Units with DRG, DPT, RTD, and OOS markers do project a ZOC.

10.2.1 German Infiltration German units that begin in an enemy ZOC may move directly into another enemy ZOC. If so, movement is ended, even if MPs remain and further hexes are outside enemy ZOCs. A unit's supply status has no effect on its ability to infiltrate from one enemy ZOC to another enemy ZOC.

10.3 Artillery Unit Movement

Soviet artillery units and German artillery units within an infantry division, being rather road-bound, must stay within 3 MP of a Minor or Major Road at all times. German artillery units as part of 16 Panzer, 3 Motorized, and 60 Motorized Divisions may ignore this restriction.

10.4 Mortar Unit Movement

Soviet Mortar units ignore the maximum 3 MP from a road limitation.

10.5 Disorganization (DRG) Movement

Units with a DRG marker have a maximum of 2 MPs. German units with DRG never use infiltration movement (Section 10.2).

10.6 Disruption (DPT) Movement

Units with a DPT marker never move.

11.0 SOVIET ARTILLERY BOMBARDMENT PHASE

Soviet Artillery and Mortar units in an activated Army within 12 MPs of their parent HQ and an LOS may perform artillery bombardment attacks on German units under the following conditions:

- **Activated:** The artillery or mortar unit must be a unit within an activated Army.
- **Spotting:** A Soviet unit from the same parent Army is either adjacent to the targeted German unit or atop a hill hex and within two hexes of the targeted German unit.
- **Range:** The Soviet artillery unit is within six (6) hexes of the targeted German unit or the Soviet mortar unit is within two (2) hexes of the targeted German unit.
- **Proximity:** If the Soviet artillery or mortar unit is adjacent to the targeted German

unit, the artillery or mortar unit must target the adjacent German unit if the player intends to attack during the Soviet Artillery Bombardment Phase – it cannot target any other German unit than the one adjacent. If two or more German units are adjacent to the Soviet artillery or mortar unit, the Soviet player selects which unit will be targeted.

Any number of eligible Soviet artillery and mortar units may combine strengths in an artillery bombardment attack. A targeted German unit may only be attacked once per turn by an Artillery Bombardment Attack. German artillery units never perform bombardment.

11.1 Artillery Bombardment Process

Total the artillery bombardment combat factors, find the associated column in the Bombardment Table, and roll 1D6. Cross index the DR with the appropriate column to find the result and apply the results immediately. Soviet artillery units never suffer an adverse result from an Artillery Bombardment Attack.

12.0 COMBAT

Combat is always voluntary and takes place between adjacent opposing units during the combat phase. The phasing player is considered the "Attacker," and the other player is considered the "Defender." Combats are conducted one at a time, with the attacking player selecting the order of attacks. Players may launch as many attacks as allowed and desired in their combat phase. Attackers need not declare all attacks beforehand and may resolve them in any order as long as the resolution of one is completed before the next combat is begun. Attackers use their units' combined Combat Strength (CS), which may include aerial Ground Support, versus Defender's combined CS to obtain an odds ratio, and then modify the odd's CRT column as needed by terrain, supply, Troop Quality, status, Combined Arms, and enhanced defensive positions. The Attacker rolls 1D6 and cross indexes the DR with final odds column to get a result, which is immediately applied. No unit or stack may attack more than once per friendly combat phase, and no unit or stack may be attacked more than once per enemy combat phase.

12.1 Combat Supply

Check supply at the beginning of the Combat Phase. Remember that a friendly unit in a hex negates enemy ZOCs for purposes of supply. Other LOS conditions may apply (Module 4.0). If a unit is Out Of Supply (OOS), place an OOS marker on that unit.

12.2 Which Units Defend

All units defending in a hex combine their Combat Strength (CS) into one total.

12.3 Which Units May Attack

Attacking units must be adjacent to the targeted enemy units, but attacking is voluntary. Multiple units in multiple hexes are allowed to attack one

single defending hex. A unit never splits its CS – if it attacks, its entire CS is counted against one hex. German units in a stack may combine to attack one hex, or, may use one unit to attack one hex and another unit to attack a different adjacent hex.

12.3.1 Artillery Support Soviet Artillery and Mortar units in an activated Army within 12 MPs of their parent HQ and with an LOS may add their CS to a ground attack. German Artillery units only need an LOS may add their CS to a ground attack. German Artillery units with an LOS across the Don River may add their artillery support CS in the German Combat Phase (German attack) AND in the Soviet Combat Phase (German defense).

12.3.2 Air Support Aircraft units (maximum of two per attack) may perform Ground Support missions against a defending hex. Each air unit provides a one column shift bonus for its owner.

12.4 Determine Combat Strength Odds

Total all the attacking Combat Strengths and defending Combat Strengths. Compare the two to get an odds ratio based on the attacker. Round down and use that Combat Results Table (CRT). Odds greater than 2:1 use the 2:1 CRT and odds less than 1:2 use the 1:2 CRT.

Example 1: The attacker's Combat Strength totals 7 and the defender totals 3, yielding a 7:3 ratio, rounded down to 2:1. For this attack, use the 2:1 CRT.

Example 2: The attacker's Combat Strength totals 3 and the defender totals 7, yielding a 3:7 ratio, rounded down to 1:3. For this attack, use the 1:2 CRT.

12.4.1 DRG, DPT, and RTD Effects Units in these conditions suffer the following:

- Units with a DRG marker never attack, but defend at full Combat Strength.
- Units with a DPT marker never attack and defend at half Combat Strength (round down, but minimum of 1).
- Units with a RTD marker never attack and defend with a Combat Strength of 1.

12.5 Determine Column Shifts Within CRTs

Always start with the middle (0) column of the CRT used. All column shifts are cumulative.

12.5.1 Determine the Odds Column Shift Odds beyond 2:1 receive a one column shift to the right for every odds higher. Thus, a 3:1 odds attack would use the 2:1 CRT, but shift one column right – from the 0 column to the 1 column. A 4:1 odds attack would use the 2:1 CRT, but shift two columns right – from the 0 column to the 2 column. Odds below 1:2 receive a one column shift to the left for every odds lower. Thus, a 1:3 odds attack would use the 1:2 CRT, but shift one column left – from the 0 column to the -1 column. A 1:4 odds attack would use the 1:2 CRT, but shift two columns left – from the 0 column to the -2 column.

12.5.2 Determine the Terrain Column Shift Consult the TEC to determine if the defender's hex provides any column shifts. Defending units with RTD marker do not gain terrain column shifts.

12.5.3 Determine the Defense Position Column Shift German units defending a Hasty Position receive a one column shift to the left. German units defending a Prepared Position receive a two column shift to the left.

12.5.4 Determine the Combined Arms Column Shift A unit or stack of units may receive either attacking or defending Combined Arms column shifts. The attacker would receive a one column shift to the right. The defender would receive a one column shift to the left. See Combined Arms criteria (Section 3.4).

12.5.5 Determine the Troop Quality Rating Column Shift Troop Quality Rating (TQR) is used in every ground combat and applies to Attacking and Defending units. Calculate the TQR per side using the TQR criteria (Section 3.3) and then consult the TQR Combat table to determine column shifts, if any. Optional Rule 19.2 (in the accompanying article) offers a more nuanced method of TQR calculation when multiple units are involved.

12.5.6 Determine DPT Column Shift The Attacker receives one column shift to the right if any defending unit has a DPT marker.

12.6 CRT Procedure

After all Odds table column shifts are done, the Attacker rolls 1D6 and cross indexes the DR and the final Odds column to get a result (Module 12.0).

13.0 COMBAT RESULTS

Combat results can take the form of no effect or unit retreats, disorganization, disruption, routs, or elimination.

13.1 No Effect

Neither the Attacker's units nor the Defender's units suffer any effects.

13.2 Defender Eliminated (DE1) and Attacker Eliminated (AE1) Results

On a DE1 result the defending player removes one unit from the map. On an AE1 result the attacking player removes one unit from the map. The owning player decides which unit will be eliminated from the map. If all units in a hex are eliminated and the hex is vacant, the Attacker may advance (Section 13.6) all attacking units up to three hexes.

13.2.1 Soviet Corps HQ Elimination If a Soviet Corps HQ, including a Tank Corps HQ, is eliminated, remove the HQ counter from the map. It is permanently removed from play. All its subordinate units are now assigned to an Army HQ of the player's choice and will activate with

the activation of its new parent Army HQ, subject to activation restrictions.

13.2.2 Soviet Army HQ Elimination If a Soviet Army HQ is eliminated, remove the Army HQ counter from the map and place it on the next turn of the Game Turn Track. At the start of the Soviet Movement Phase, the reconstituted Army HQ enters at any Soviet supply source.

13.2.3 German HQ 8C and HQ 51C Elimination If either the German 8 or the 51 Corps HQ is eliminated with an LOS to the Don River and German supply source, remove the Corps HQ counter from the map and place it on the next turn of the Game Turn Track. At the start of the German Movement Phase, the reconstituted Corps HQ enters at any German supply source on the West edge of the map. If either Corps HQ was isolated from an LOS, eliminate all SPs assigned to the HQ and place the HQ counter two turns in advance on the Game Turn Track. The reconstituted Corps HQ enters at any German supply source on the West edge of the map. In the intervening turn, its now HQ-less units may trace, if able, an LOS to any other German Corps HQ.

13.2.4 German HQ 14PzC Elimination If the 14PzC HQ unit is eliminated while it can trace an LOS to the Don River and German supply source, remove the Corps HQ counter from the map and place on the next turn of the Game Turn Track. At the start of the German Movement Phase, the reconstituted 14PzC HQ unit enters at any German supply source on the West edge of the map. If the 14PzC HQ unit is eliminated while isolated and without an LOS to the Don River and German supply source, eliminate all SPs assigned to the HQ, remove the counter from the map, and place the HQ counter two turns in advance on the Game Turn Track. The reconstituted Corps HQ enters at any German supply source on the West edge of the map. In the intervening turn, it's now HQ-less units may trace, if able, an LOS to any other German Corps HQ.

13.3 Defender Retreat (D RE#)

A CRT result of D RE1, D RE2, or D RE3 indicates the Defending units must retreat 1, 2, or 3 hexes. Retreating units must retreat the full distance in a direct line away from enemy, with priority for avoiding enemy ZOCs. Units never retreat into an enemy-occupied hex. Units in a stack forced to retreat do so as a stack, not individually.

13.3.1 Retreats, Displacements, and Stacking

At the end of the retreat, units never violate stacking limits. If a retreat result would cause a unit to violate stacking limits, the retreating unit may, if able, continue retreating to an adjacent open hex free of enemy ZOCs, or, displace the friendly unit it landed on to an adjacent hex free of enemy ZOCs – owning player's choice. If such an open hex free of EZOCs is unavailable to the displaced unit, the retreating unit continues its retreat.

13.3.2 Retreats and Enemy ZOCs Soviet units may retreat through German ZOCs if the hex contains a Soviet unit, but the retreating Soviet unit suffers a one-step loss. Soviet units without a step to lose or on their last step are eliminated. In the rare case that the Soviet player opts to displace a unit and the displaced unit also retreats through a German ZOC, then both units suffer a one-step loss. German units may retreat through or displace other German units through Soviet ZOCs without ill effect if the hex contains a German unit. If the hex retreated through is a hex in a Soviet ZOC but without a German unit, consult the following table:

EZOCs Entered	One hex	Unit becomes DRG
	Two hexes	Unit becomes DPT
	Three hexes	Unit becomes RTD — At the end of the retreat, perform a Rout move (Section 13.5)
	Four+ hexes	Unit Eliminated

If the retreating unit ends up retreating into a legal stack, the entire stack assumes the status of the retreating unit.

Example: A German Battalion is forced to retreat through an EZOC and becomes Disorganized (DRG). It ends its retreat atop an intact German battalion as a legal stack. Both battalions are now DRG.

13.3.3 Retreats and Step Losses A player may decide to ignore a Retreat result of any length and instead lose one step of troops. Flip one unit to its reduced side. If a unit is already on its reduced side, or does not have a reduced side, the unit is eliminated. If all defending units in a hex are eliminated from step loss, the attacking units may advance into the vacated hex (Section 13.6). Units suffering a Rout result (Section 13.5) must retreat. The step loss option is not available.

13.3.4 Retreats and Subsequent Combats It is possible that a German unit retreats atop a friendly unit that will be attacked later in the Combat Phase. In this case, the retreated unit never adds Combat Strength to the original defending unit or units, but will suffer any adverse CRT results. Note that Soviet units never stack (Case 3.1.2).

13.4 Both Retreat (B RE)

A CRT result of B RE indicates that Defending units must retreat 1 hex and that Attacking units must retreat 1 hex using the Defender Retreat criteria (Section 13.3). The Defender units retreat first, then the Attacker units retreat.

13.5 Defender Rout (D RTD)

A CRT result of D RTD indicates the Defending units must perform a Rout move of three hexes using the Defender Retreat criteria (Section 13.3). At the end of the retreat, place a Routed marker (RTD) atop the routed units.

13.5.1 German A/B TQR Unit Routs

For each German unit with an “A” or “B” TQR that suffers a DRT result, German player rolls 1D6.

DR 1-4	Units retreat 3 hexes and become DPT
DR 5-6	Units Rout 3 hexes and become RTD

All “C” TQR German units automatically Rout three hexes and receive a RTD marker.

13.6 Attacker Advances

When a defending unit retreats or routs, attacking Infantry and Mortar units may advance into the Defender’s now vacated hex. No further Infantry or Mortar advance is possible regardless of the number of Defender retreat hexes. Artillery units never advance. Stacking limits must be observed at the end of the advance.

13.6.1 Tank and Motorized Advance after Combat

Attacking tank and motorized units may advance a number of hexes equal to the number of retreat or rout hexes. The first hex must be the Defender’s now vacated hex, but after that, the units may advance in any direction. Tank and motorized units with OOS status may only advance into the defender’s now vacated hex. Stacking limits must be observed at the end of the advance. Tank and Motorized units must stop when entering the ZOC of an enemy unit with an A TQR (Section 3.3), but may ignore enemy ZOCs of B and C TQRs. Note that HQs do not possess ZOCs.

13.7 Attacker DRG

All attacking units are Disorganized (DRG). Place a DRG marker on all attacking units.

13.8 Attacker DPT

All attacking units are Disrupted (DPT). Place a DPT marker on all attacking units.

14.0 MUTUAL RECOVERY PHASE

Units with less than intact status may remove or attempt to remove their status markers. If successful, remove the marker. If unsuccessful, the marker remains.

14.1 Disorganized (DRG)



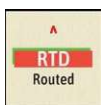
Disorganized units may have their DRG marker removed automatically regardless of their situation.

14.2 Disrupted (DPT)



Disrupted units may remove the DPT marker if able to trace a path of up to 6 MPs to their parent Corps HQ or Army HQ. The path must be free of enemy units and EZOCs, but friendly units negate EZOCs. The HQs and units may be OOS and still remove DPT markers.

14.3 Routed (RTD)



Routed units may remove the RTD marker if able to trace a path of up to 3 MPs to their parent Corps HQ or Army HQ. The path must be free of enemy units and EZOCs, but friendly units negate EZOCs. The HQs and units may be OOS and still remove RTD markers.

15.0 REINFORCEMENTS

Soviet and German reinforcements enter at specific hexes during the Movement Phase. They are considered in Attack supply for all phases of the turn. Soviet HQs that enter the map as reinforcements receive a free activation above and beyond the usual activation rules (Module 8.0). Reinforcements are specific to a scenario.

15.1 Road Hex Entry

The first unit moving onto the map must enter that specific Road hex. Subsequent units are considered lined up on that Road off map and must pay the Road MP cost for each “off-map Road hex” as well as the specific reinforcement entry Road hex. After that, units may move in any direction subject to Movement (Module 10.0) rules.

15.2 Entry into EZOCs

Reinforcement units never enter an EZOC as the first hex. If unable to enter the specific reinforcement hex due to an EZOC, the units may enter on the hex nearest to the specific reinforcement hex. It is possible that the next entry hex may cause the unit to lose its Road bonus.

Example: Entering on a specific Minor Road hex, the first Soviet reinforcement unit pays 1 MP and continues its movement. The second Soviet reinforcement unit pays 1 MP to enter the specific Minor Road plus another 1 MP to enter the “off-map Minor Road hex.” The third Soviet reinforcement unit pays 1 MP to enter the specific Minor Road plus another 2 MPs to enter the two “off-map Minor Road hexes.” And so on.

16.0 WINNING THE GAME AND VICTORY POINTS

Players need to accumulate Victory Points over the course of the game. In general, the player with the most VPs at the end of any scenario will be the winner. At scenario start, VP hexes are owned by one side or the other depending where a hex is located in relation to the front line. If in doubt, players should feel free to use their own markers to clearly define VP hex ownership. Remember that VPs are only counted for the player owning the hex at the end of the scenario.

16.1 Geographic Objective VPs

The German or Soviet player receives the following VPs for controlling geographic objectives (hexes) by the end of the scenario. For purposes of control, the last player’s unit to occupy a VP hex or pass through a VP hex counts as controlling the hex. A ZOC into a VP hex does not control the hex.

5 VPs each: Vinovka (1402), Latoshinka (1602), Vodstroy (2005), Borodino (2627), Baburka (3033) and Hill 129 (1505), Hill 136 (1806), Hill 132 (2224), Hill 131 (2626)

10 VPs each: Hill 139 (1611), Hill 124 (1607), Hill 145 (1807), Hill 184 (2423), Hill 142 (2222), MTA (1412), Orlovka (1906), Rynok (1801), Peskovatka (3042)

25 VPs each: Kuzmichi (1916), Rossoshka (2924), Stepnoi (2621), Bolsehaja (2921)

16.2 Scenario Specific VPs

Scenarios may also have scenario-specific VPs. Remember to add these, if applicable, to VP totals.

17.0 SCENARIOS

Strike of the Heron has 4 scenarios. Players can select any one to start. Scenario 3 is the shortest and may be a good one to learn on.

17.1 Scenario 1 Crossing the Don (Aug 21 AM turn to Aug 28 PM turn inclusive)

The Germans arrived on the banks of the Don River by August 22 and pontoon bridges were built near Vertyachi. The Soviets manned the river line with a few divisions, all around 4000 men each. The river itself had not turned in a major obstacle due to long hot summer. The Germans began to cross on the 21st and the bridgehead widened as opposition was light. By later afternoon on August 23, the XIV Panzer Corps had blitzed all the way to the Volga River at Rynok, shocking themselves, as resistance was nil. However, the Soviets began to shift forces from 1 Guards Army. By August 25, the supply lines of the XIV Panzer Corps (16 Panzer Division and 3 Motorized Division) had been severed and the Corps isolated, forcing the Luftwaffe to fly in supplies. Desperate battles inside the pocket led to dire predictions by the commander of XIV Panzer Corps. The 60th Motorized Division, also part of XIV Panzer Corps, crossed the Don was ordered to breakthrough to the pocket and reinforce the thin two- to four-mile wide corridor the Germans held.

17.1.1 Air Superiority German Air Superiority on Turns: Aug 21 AM, Aug 21 PM, and Aug 23 AM.

Soviet Air Superiority on Aug 24 AM and Aug 28 AM

17.1.2 Weather Automatic Rain weather (and only Rain, not Mud) on Aug 27 PM.

17.1.3 Special Scenario Rules: Because of the need for flank protection, no German unit of the 8th Corps or the 51 Corps may move east of a line encompassing the major and minor roads from hex 1025 through Kotluban through Samofalovka through Stepnoi through Bolsehaja through Rossoshka through hex 3123. Units may occupy the road hexes, but not move east of the hexes.

17.1.4 German Forces Set up first and starting on the map (observe stacking limits):

HQ 8C	In hex 1744
384 Div.	All units in or within 1 hex of 2041
HQ 51C	In hex 2444
76 Div.	All units in or within 1 hex of 2441
295 Div.	All units in or within 1 hex of 2743

17.1.5 German Reinforcements Enter and exit units as follows:

Aug 21 AM	Automatic German Air Superiority
Aug 21 PM	Automatic German Air Superiority
Aug 22 AM	All units of the 389 Div. enter at hex 1044
Aug 22 PM	14 PzC HQ enters in either at hex 1445 or 1744 All units of the 3 Mot. enter at hex 1445 All units of the 16 Pz. enter at hex 1744
Aug 23 AM	Automatic German Air Superiority
Aug 24 AM	All units of the 60 Mot. enter at hex 1445 or 1744
Aug 25 AM	All remaining units of the 389 Div. must EXIT north edge of map or west of Don River
Aug 26 AM	One regiment (German player's choice) of the 71 Div. enters in any hex 3142-3146 inclusive
Aug 27 AM	The rest of 71 Div. (four units) enters at any hex 3133-3142 inclusive
RAIN	All remaining units of 389 Div. re-enter the game at hex 1744

17.1.6 Soviet Forces Starting on the map and observing stacking limits: 62 Army

HQ 62A	In hex 2921 (Bolshaja)
1186 AT Bde.	In or within one hex of 2627 (Borodino)
87 Div.	Two brigades in or within one hex of 2627 (Borodino), one brigade in hex 2633
98 Div.	One brigade in hex 1939, one brigade in 2537 (Vertychii)
228 AT Bn.	In hex 2840
184 Div.	In hex 2136
35 Gds Div.	One brigade in hex 1824 (Samofalovka) and two brigades in or within three hexes of 1824 (Samofalovka)
397 AT	In or within three hexes of 1824 (Samofalovka)
40 Mot Bde.	In hex 2034
651 AT	In hex 2029 (Kotluban II)
457 Art Bde.	In hex 3042 (Peskovatka)
181 Div.	In or within three hexes of 3042 (Peskovatka)
1251 AT Bde.	In or within one hex of 2924 (Rossoshka)
1103 Art Bde.	In or within one hex of 2924 (Rossoshka)
33 Gds Div.	One brigade in 2621 (Stepnoi) and one brigade in or within one hex of 2621 (Stepnoi)
147 Div.	In any Stalingrad hex
NKVD Bde.	Three brigades in any three Stalingrad hexes
20 Tank Bde.	Each in any Stalingrad hex
38 Tank Bde.	
137 Mot Bde.	
41 Bde.	Each in or within two hexes of 2408 (Gorodishche)
124 Bde.	
149 Bde.	

1105 Art Bde.	Each in or within two hexes of 2408 (Gorodishche)
1158 Art Bde.	
47 Mtr Bde.	Each in or within three hexes of any Stalingrad hex
83 Mtr Bde.	
110 Mtr Bde.	
141 Mtr Bde.	
398 AT Bde.	
416 AT Bde.	
738 AT Bde.	In hex 3027 (Zapadnovka)
112 Div.	
192 Div.	In hex 3033 (Baburka)

4 Tank Army

HQ 4TkA	In hex 1029 (Fastov)
298 Div.	Two brigades within two hexes of 1029 (Fastov)
18 Div.	One brigade in or within one hex of 1824 (Samofalovka) and one brigade in 1738
648 AT Bde.	In or within three hexes of 1824 (Samofalovka)
27 Gds Div.	One brigade in 1636 (Panshino) and one brigade within one hex of 1636 (Panshino)
501 AT Bde.	In or within one hex of 1824 (Samofalovka)
5 Gds Art Bde.	In or within one hex of 2029 (Kotluban II)
338 Art Bde.	In hex 2315 (Konny)
37 Gds Div.	Three brigades in or within three hexes of 1636 (Panshino)
214 Div.	Each in or within one hex of 1226 (Kotluban)
193 Tank Bde.	
22 Mot Bde.	
1253 AT Bde.	
342 Art Bde.	

Tank Corps

2 Tank Corps	All units in any Stalingrad hex
22 Tank Corps	All units in or within two hexes of 1136
23 Tank Corps	All units in or within two hexes of 1906 (Orlovka)
28 Tank Corps	All units in or within two hexes of 1814

17.1.7 Soviet Reinforcements

Aug 23 AM	HQ 1 GdsA	Enter hex 1013 to 1025 inclusive
	315 Div.	All units enter hex 1013 to 1025 inclusive
Aug 24 AM	Automatic Soviet Air Superiority	
	84 Div.	All units enter hex 1025
	4 Tank Corps	All units enter hex 1025
Aug 25 AM	116 Div.	Enters at hexes 1033 to 1038 inclusive
	64 Div.	Enter hex 1025
	16 Tank Corps	One brigade enters at hex 1025, rest of corps enters at hexes 1029 to 1033 inclusive
	27 Gds Div.	One brigade enters at hexes 1027 to 1033 inclusive
	39 Gds Div.	All units enter at hexes 1027 to 1033 inclusive
	399 Div.	Enters at hex 3142

Aug 27 PM RAIN	HQ Kvch	Each enters at hexes 1004 to 1013 inclusive
	38 Gds Div.	
	41 Gds Div.	
	671 Art Bde.	
	1259 AT Rgt.	
Aug 28 AM	Automatic Soviet Air Superiority	
	24 Div.	Enters at hexes 1004 to 1013 inclusive

17.1.8 Immediate Victory Objectives At least two units of the XIV Panzer Corps must occupy or be adjacent to Rynok (hex 1801) OR Latoshinka (hex 1602) OR Vinovka (hex 1402) by the end of turn 8 (Aug 24 PM turn) AND the German force maintain a continuous Path of Supply (LOS) back to the Don River. If not, the Soviet player receives the following Victory Points (VP). VPs are cumulative, so the longer the German fails to meet this condition, the greater the numbers of VPs the Soviet player receives. If no German units are meeting conditions on:

Aug 24 PM	Award 3 VPs to Soviet player
Aug 25 AM	Award 3 VPs to Soviet player
Aug 25 PM	Award 6 VPs to Soviet player
Aug 26 AM	Award 6 VPs to Soviet player
Aug 26 PM	Award 9 VPs to Soviet player
Aug 27 AM	Award 9 VPs to Soviet player
Aug 27 PM	Award 12 VPs to Soviet player
Aug 28 AM	Award 12 VPs to Soviet player
Aug 28 PM	Award 12 VPs to Soviet player

Once the German player meets this objective condition, the Soviet player no longer receives VPs for this condition, even if the Germans are subsequently forced away from the three villages. If at least two German units meet the Objective condition, but an LOS back to the Don is not maintained, the Soviet player receives 1 VP per LOS interruption at the end of the turn.

17.1.9 Geographic Victory Objectives The German or Soviet player receives the following VPs for controlling geographic objectives (hexes) by the end of the scenario. For purposes of control, the last player's unit to occupy a VP hex or pass through a VP hex counts as controlling the hex. A ZOC into a VP hex does not control the hex.

5 VPs each: Vinovka (1402), Latoshinka (1602), Vodstroy (2005), Borodino (2627), Baburka (3033) and Hill 129 (1505), Hill 136 (1806), Hill 132 (2224), Hill 131 (2626)

10 VPs each: Hill 139, Hill 124, Hill 145, Hill 184 (2423), Hill 142, MTA (1412), Orlovka (1906), Rynok (1801), Peskovatka (3042)

25 VPs each: Kuzmichi (1916), Rossoshka (2924), Stepnoi (2621), Bolsehaja (2921)

17.1.10 Determining Victory At the end of the scenario, tally the VPs for each player. The player with the most VPs wins.

17.2 Scenario 2 The Soviet 1st Kotluban Offensive (Sep 2 AM turn to Sep 8 PM turn inclusive)

The Soviets were shocked with the rapid German advance to the Volga, but reorganized to shift forces. Several divisions from the 1 Guards Army created a special group and they also created the 24 and 66 Armies to augment the 4 Tank Army. Both of these new armies were rushed affairs and their commanders complained about lack of arms and training. They also moved the somewhat depleted 7, 16, and 4 Tank Corps opposite the German XIV Panzer Corps in an effort to breakthrough to the 62 Army at Stalingrad and also isolate the XIV Panzer Corps again. The arrival of the 38 and 41 Guards Divisions nearly tipped the scale in favor of the Soviet.

17.2.1 Air Superiority Both sides have automatic Air Superiority on certain turns as follows:

Sep 3 AM	Automatic Soviet Air Superiority
Sep 3 PM	Automatic German Air Superiority
Sep 4 AM	Automatic German Air Superiority
Sep 4 PM	Automatic Soviet Air Superiority
Sep 5 PM	Automatic German Air Superiority

17.2.2 Soviet Activation Restrictions On the Sep 2 PM turn, the Soviet 35 Gds Div. (three units) is automatically activated, but must be withdrawn off south edge of map. Then to represent Soviet command paralysis during this time, special Soviet Activation rules are in effect. Soviet units entering the map are automatically activated. After that, the activation rules below apply.

- Sep 2 AM and PM, Sep 3 AM and PM: Only the 1st Gd Army, 4th Tank Corps, 7th Tank Corps, and 16th Tank Corps may attempt to activate. Other Tank Corps will activate if attacked by adjacent enemy units.
- Sep 4 AM and PM: The 4th Tank Corps, 7th Tank Corps, and 16th Tank Corps are automatically activated. Other Tank Corps will activate if attacked by adjacent enemy units. The 1st Gd Army may attempt to activate as well as the 4th Tank Army (see next bullet point).
- Sep 4 AM to Sep 5 PM: The 4th Tank Army may attempt to activate only on these four turns.
- Sep 5 AM until the end of the scenario: The 1st Guard Army, 24 Army, 66 Army, and any Tank Corps may attempt to activate. A Tank Corps will activate if attacked by adjacent enemy units.

Furthermore: Once on the map, whenever a Soviet Army activates, roll 1D6 for each of its Divisions and non-Division units to allow movement and attack:

- 1 Guards Army: Roll 1-5 to activate each division or subunit.
- 4 Tank Army: Roll 1-3 to activate each division or subunit.
- 24 Army: Roll 1-2 to activate each division or subunit.
- 62 Army: Roll 1-2 to activate each division or subunit.
- 66 Army: Check by division and unit as follows:
 - 120 Div.: Roll 1-4 to activate
 - 231 Div.: Roll 1-4 to activate
 - 299 Div.: Roll 1-4 to activate
 - 49 Div.: Roll 1-3 to activate
- All other 66 Army subunits: Roll 1-2 to activate

17.2.3 Special Scenario Rules: Both sides in full supply on the Sep 2 AM and Sep 2 PM turns. Germans set up first. All units of 16 Pz., 3 Mot., and 60 Mot. Divisions are considered in Prepared positions. Additional such markers beyond those included in the counter mix may be used. Remember that position markers are removed if no German unit is not in a hex with such a marker at the end of movement (Section 8.2). The Soviets are prohibited from crossing the Don River during this scenario. All optional Pontoon Bridge rules (Section 19.4 in the accompanying article) are in effect.

17.2.4 German Forces Set up first and starting on the map (observe stacking limits):

HQ 14 PzC	In hex 1611 (Hill 139)
Pontoon Bridge	Erected over Don River on hexside 2539-2540.

HQ 51C	Within 1 hex of 2626
295 Div.	All 6 units in or within 3 hexes of 1226 (Kotluban)
76 Div.	All 6 units in or within 3 hexes of 2333

HQ 8C	Within 3 hexes of 2537 (Vertyachii)
384 Div.	All 6 units in or within 3 hexes of 2029 (Kotluban II)
389 Div.	All 6 units in or within 4 hexes of 2537 (Vertyachii)
71 Div.	HQ in hex 2525. 1 unit in each hex: 2924 (Rossoshka), 2921 (Bolsehaja), 2721, 2623, 2425

HQ Pz16	In hex 1604
0-2-6 Cmp.	Stack with any 16 Pz. unit
0-2-6 Cmp.	Stack with any 16 Pz. unit
Any 1 artillery unit	Stack with any 16 Pz. unit
Any 1 unit	In hex 1402 (Vinovka)
Any 1 unit	In hex 1607 (Hill 124)
Any 5 units	1 unit in each hex: 1403, 1404, 1504 (Hill 109), 1605 (Hill 129), 1606
Any 1 unit	In hex 1801 (Rynok)
Any 1 unit	In hex 1806 (Hill 136)
Any 1 unit	In hex 1807 (Hill 145)
Any 4 units	1 unit in each hex: 1802, 1803, 1804, or 1805

HQ 3Mot	In or within 3 hexes of 1911
0-2-6 Cmp.	In or within 3 hexes of 1911
0-2-6 Cmp.	In or within 3 hexes of 1911
0-2-6 Cmp.	In or within 3 hexes of 1911
Any 6 units	In or within 2 hexes of 1709
Any 5 units	In or within 2 hexes of 2110
Any 3 units	In or within 2 hexes of 2112

HQ 60Mot	In hex 1720 (Grachi)
0-2-6 Cmp.	Stack with any 60 Mot. unit
0-2-6 Cmp.	Stack with any 60 Mot. unit
Any unit	1 unit in each hex: 1613, 1617, 1717, 1718, 1719, 1720 (Grachi), 1721, 1722, 1723, 2215 (Hill 154)
Any 2 units	In or within 2 hexes of 1914
Any 2 units	In or within 2 hexes of 1815

17.2.5 German Reinforcements None

17.2.6 Soviet Forces Starting on the map and observing stacking limits:

62 Army

HQ 62A	2614 (Gumrak)
1186 AT Bde.	In hex 1903
87 Div.	All 3 units in or within 1 hex of 2117
NKVD Bde.	In hex 2102
NKVD Bde.	In hex 1901 (Spartanovka)
NKVD Bde.	In hex 2408 (Gorodishche)
399 Div.	All 2 units in or within 1 hex of 2521
98 Div.	All 2 units in or within 1 hex of 1907
112 Div.	In hex 2416
35 Gds Div.	All 3 units in or within 1 hex of 2719
40 Mot Bde.	In or within 1 hex of 1824 (Samofalovka)
41 Bde.	In hex 1905
124 Bde.	In hex 1902
149 Bde.	In hex 1904
651 AT Bde.	In hex 2516 (Nadezhda)
1103 Art Bde.	In or within 1 hex of 2408 (Gorodishche)
648 AT Bde.	In or within 1 hex of 2806 (Gumrak Airfield)
1251 AT Bde.	In or within 1 hex of 2806 (Gumrak Airfield)
738 AT Bde.	In hex 2307
20 Tank Bde.	In or within 1 hex of 2605

38 Tank Bde.	In or within 1 hex of 2605
147 Div.	In hex 3017

4 Tank Army

HQ 4TkA	In hex 1220
27 Gds Div.	All 3 units in or within 3 hexes of 1437
214 Div.	In or within 1 hex of 1733
39 Gds Div.	All 2 units in hex 1323
298 Div.	All 2 units in or within 2 hexes of 1530
37 Gds Div.	All 3 units in or within 3 hexes of 1220

66 Army

148 Tank Bde.	In hex 1103
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1 Guards Army

HQ Kvch	In or within 1 hex of 1112
41 Gds Div.	All 3 units in or within 1 hex of 1112
38 Gds Div.	All 2 units in or within 1 hex of 1112
315 Div.	All 2 units in or within 1 hex of 1418
1158 AT Rgt.	In hex 1512
116 Div.	In hex 1412 (MTA)
84 Div.	All 3 units in or within 1 hex of 1309
64 Div.	All 2 units in or within 1 hex of 1204
671 Art Bde.	In hex 1513
23 Mtr Bde.	In or within 1 hex of 1311
87 Mtr Bde.	In or within 1 hex of 1311

24 Army

HQ 24A	In hex 2020
136 Mtr Bde.	In or within 2 hexes of 1320
383 AT Bde.	In or within 2 hexes of 1320
207 Div.	In or within 2 hexes of 1320
Any 3 units	In or within 2 hexes of 1920
Any 3 units	In or within 2 hexes of 2022

Tank Corps

2 Tank Corps	All 5 units in or within 1 hex of 2105 (Orlovka)
4 Tank Corps	All 5 units in or within 2 hexes of 1306
7 Tank Corps	All 5 units in or within 2 hexes of 2207
16 Tank Corps	All 5 units in or within 3 hexes of 1215
22 Tank Corps	All 5 units in or within 2 hexes of 1204
23 Tank Corps	All 4 units in or within 3 hexes of 2612
28 Tank Corps	All 5 units in or within 2 hexes of 1309

17.2.7 Soviet Reinforcements

Sep 5 AM:

1 Guards Army

24 Div.	Enter in or on hexes 1016 to 1020 inclusive
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Sep 5 PM:

66 Army

HQ 66A	Enter with any 66A unit
246 Tank Bde.	Enter in or on hexes 1021 to 1023 inclusive
272 Art Bde.	Enter in or on hexes 1021 to 1023 inclusive

299 Div.	Enter in or on hexes 1021 to 1023 inclusive
231 Div.	Enter in or on hexes 1004 to 1007 inclusive
10 Tank Bde.	Enter in or on hexes 1004 to 1007 inclusive
120 Div.	Enter in or on hexes 1008 to 1009 inclusive
88 Mtr Bde.	Enter in or on hexes 1008 to 1009 inclusive
49 Div.	Enter in or on hexes 1010 to 1011 inclusive

Sep 7 PM:

66 Army

316 Div.	381 AT Bde.	Each enters at hex 1004
99 Div.	425 AT Bde.	
69 Tank Bde.	426 AT Bde.	
64 Mot Bde.	86 Mtr Bde.	

17.2.8 Geographical Victory Objectives The German or Soviet player receives VPs (Module 16.0) for controlling geographic objectives (hexes) by the end of the scenario. For purposes of control, the last player's unit to occupy a VP hex or pass through a VP hex counts as controlling the hex. A ZOC into a VP hex does not control the hex (Section 16.1).

In addition, the Soviet player receives 1 VP per German LOS interruption at the end of the turn.

In addition, starting on the Sep 3 AM turn, the German player receives 1 VP per unit per turn that one or more Soviet 35th Guards units are on the map.

17.2.9 Determining Victory At the end of the scenario, tally the VPs for each player. The player with the most VPs wins.

17.3 Scenario 3 The Short Game (Aug 26 AM turn to Aug 29 PM turn inclusive)

This is a shorter game depicting the German spearhead at the Volga cut off by the Soviets and the 60 Motorized Division trying to reach them. With the 16 Pz and 3 Mot Divisions in defensive mode to hold their positions, can the 60 Mot. get through to the isolated spearhead? Air supply is critical and this scenario is good for that reason.

17.3.1 Air Superiority On the Aug 28 AM the Soviet play has Air Superiority.

17.3.2 Weather There is Automatic Rain weather (and only Rain, not Mud) on: Aug 27 AM, Aug 29 AM, and Aug 29 PM turns.

17.3.3 Special Scenario Rules All units start in supply for the Aug 26 AM turn. Starting on the Aug 26 PM turn, normal supply rules are in effect.

All units of the 16 Pz. and 3 Mot. cannot attack Soviet units unless attacked first, and then only those German units that were attacked and any German unit adjacent to the attacked German units may attack back during the turn. At the beginning of the next turn, this restriction begins anew. Players may wish to differentiate eligible units by rotating them 90 degrees.

When a supplied unit of the 60 Mot. with LoS back across Don River **ends** its movement atop or adjacent to a unit of the 3 Mot, **on the next turn**, units of the 3 Mot. that can trace an LOS through that 60 Mot. unit will now be in supply. 3 Mot. units that cannot trace an LOS are still OOS unless supplied by air.

When a supplied unit of the 60 Mot. (**not** the 3 Mot.) with LoS back across Don River **ends** its movement atop or adjacent to a unit of the 16 Pz., **on the next turn**, units of the 16 Pz. that can trace an LOS through that 60 Mot. unit will now be in supply. 16 Pz. units that cannot trace an LOS are still OOS unless supplied by air.

All optional Pontoon Bridge rules (Section 19.4 in the accompanying article) are in effect.

17.3.4 German Forces (set up first) Starting on the map (observe stacking limits):

HQ 14 PzC	In hex 1814
Pontoon Bridge	Erected over Don River on hexside 2539-2540.

HQ 51C	In hex 2537 (Vertyachii)
295 Div.	All 6 units on or within 3 hexes of 3033 (Baburka)
76 Div.	<ul style="list-style-type: none"> • HQ and Art at 2630 • 3-3-10 AT at 2528 • 1 unit each in hex 2528, 2229, 2131

HQ 8C	In hex 2537 (Vertyachii)
384 Div.	<ul style="list-style-type: none"> • HQ and Art in hex 2537 (Vertyachii) • 3-3-10 AT atop any 384 Div. unit • 1 unit each in hex 2132, 2134, 2136
389 Div.	All 6 units on or within 3 hexes of 1340

HQ 16Pz, 0-2-6 Cmp., 1 Art unit:	In hex 1705
1 unit (of 16Pz) each in hex:	1302, 1403, 1404, 1504 (Hill 109), 1505 (Hill 129), 1506, 1801 (Rynok), 1802, 1803, 1804, 1805, 1806 (Hill 136), 1807 (Hill 145)
All remaining units:	Stack with any 16 Pz. unit

HQ 3Mot, 1 Art unit:	In hex 1611 (Hill 139)
0-2-6 Cmp.	In hex 1607 (Hill 124)
0-2-6 Cmp.	In hex 1609
0-2-6 Cmp.	In hex 1809
1 Art unit	One each in hexes 1708 and 1714
1 unit (of 3 Mot.) each in hex:	1613, 1707, 1817, 1911, 1916 (Kuzmichi), 1918, 2014, 2115, 2117
All remaining 3 Mot. units:	Stack with any 3 Mot. Units above

HQ 60Mot	In hex 2322
0-2-6 Cmp.	In hex 2019
0-2-6 Cmp.	In hex 2215 (Hill 154)
3-5-10 PzJg	In hex 2627 (Borodino)
1-2-12 Rcn	In hex 2627 (Borodino)
1 unit (of 60 Mot.) each in hex:	2116, 2118, 2121, 2124, 2216, 2219, 2226, 2320, 2421, 2522, 2623, 2625

German Fortifications

Three units of the 16 Pz. and three units of the 3 Mot. may set up with Prepared Positions (Section 8.2).

17.3.5 German Reinforcements

Aug 26 AM: One regiment of the 71 Div. (German player choice) enters in any hex 3142-3146 inclusive

Aug 27 AM: Rest of the 71 Div. (four units) enters in any hex 3133-3142 inclusive

17.3.6 Soviet Forces Starting on the map and observing stacking limits:

1 Guards Army

HQ 1GdA	Stack with any 1GdsA unit
64 Div.	All 2 units in or within 1 hex of 1203
84 Div.	All 3 units in or within 1 hex of 1412 [MTA]