



V

V. VALOR OF THE GUARDS

VotG21

ORDER OF PRESENTATION:

1. Debris
2. Lumberyards
3. Railroads
4. Rail Cars
5. Printed Rubble
6. VotG Factories
7. Gutted Buildings
8. Cellars
9. Fountains
10. City Squares
11. Volga Piers
12. VotG Campaign Games

V.1 RED BARRICADES RULES: Rules V1-V8 reference some Chapter O rules from *Red Barricades*. The necessary Chapter O rules are reprinted after Chapter V.

V.2 NARROW STREET: The Narrow Street rules in B31.1 apply normally, with the following changes.

- The TCA restrictions of B31.121-.122 are NA.
- The VCA change restrictions of B31.23 are NA. Instead, any vehicle may expend 2/3 of its printed MP to change its VCA while on a Narrow Street, or may attempt to change its VCA as part of a Motion attempt by taking a Bog Check with a +1 DRM.

V.3 VALOR OF THE GUARDS SCENARIO SPECIAL RULE: Unless otherwise noted, all SSR below apply in all VotG scenarios—both CG and non-CG type.

VotG1. EC are Dry, with no wind at start. Kindling is NA.

VotG2. SEWERS:¹ Sewer Movement is allowed. Russian MMC may only use Sewer Movement if they are accompanied by a leader or hero that first passes a NTC; Germans may use it only if an accompanying leader passes a 4TC. A unit entrenched in a Manhole Location (see SSR VotG5) may not enter that hex's Sewer Location, since a unit may enter a Sewer only at the very start of its MPH (B8.4).

VotG3. ROOFTOPS: Rooftops (B23.8) are in effect. Control of a Rooftop or Sewer Location *never* counts as Controlling a building Location.

VotG4. RIVER/BOATS: The river (i.e., the Water Obstacle hexes in the eastern portion of the map) is Flooded (B21.122; B21.21) with a Heavy current flowing from north to south. Assault Boats (E5) have 4MP and may transport ≤ 15PP. Assault Boats are immune to Straying (E1.53).

VotG5. FORTIFICATIONS: Due to German aerial reconnaissance, Entrenchments/Wire given-in/purchased-for any Russian OB may not be setup using HIP. Hidden Mines/Entrenchments (including A-T Ditches; B27.56, O11.621) may be placed in a paved-road hex that also contains shellholes; mines set up thusly can attack regardless of whether or not the unit entering their Location is using the road rate/bonus.

VotG6. TRENCHES: Trenches (including A-T Ditches) are considered to “connect” (as per B30.8) to (but not through) all ADJACENT building/rubble Locations [EXC: not to a Location that is rubble during play of that scenario] (see also O6.21 and O6.6, last sentence). Infantry entering such a building/rubble Location need not pay any extra MF to leave the trench in that Location, but must still pay applicable building/rubble COT. Infantry leaving such a building/rubble Location need not pay an extra MF to enter a “connecting” trench. Infantry may not enter such a trench while using Bypass Movement; nor may they use Bypass Movement while in such a trench; nor may they exit such a trench to directly use Bypass Movement. A unit entering/leaving a building/rubble Location via a “connecting” trench is not subject to Snap

Shots as it does so. A vehicle must pay the appropriate MP-costs/penalty to cross a trench while using VBM; hence those vehicle types not allowed to cross a trench may not do so while using VBM. Infantry may enter a Fortified Building Location as if that Location were not Fortified provided they enter it from a trench/A-T Ditch that is “connected” to that building Location.



VotG7. ROADBLOCKS: Due to roadblocks being haphazardly constructed, in any scenario that takes place on September 14th a -2 DRM applies to all roadblock clearance attempts (B24.76) and any fully-tracked AFV may attempt to clear a roadblock by expending half of its movement allowance (FRU) to cross the roadblock hexside and passing a Bog Check with a +2 DRM (cumulative with other Bog Check DRM). Failing the Bog Check leaves the roadblock intact and the AFV bogged in the hex it was attempting to exit.

VotG8. RUBBLE: Stone rubble is treated as a building for Rout (A10.5), Rally (A10.61), Ambush (A11.4) and Street Fighting (A11.8) purposes.



VotG9. GERMAN AIR SUPPORT: German Air Support, when available, is always in the form of StukaM42 with bombs. The actual number received and their turn of arrival is still determined as per E7.2-7.21 unless specified otherwise by SSR.



VotG10. HAND-TO-HAND CC: Hand-to-Hand CC (J2.31) may be declared by both sides. Additionally, the DEFENDER may declare Hand-to-Hand CC provided all ATTACKER units were Ambushed or are Withdrawing/pinned. Hand-to-Hand CC by/vs PRC/vehicle(s)/pillbox-occupant(s) is NA.

VotG11. ATMM: ATMM (C13.7) are available to elite (only) German Infantry, but only on an ATMM Check *Original* dr of 1 (i.e., no drm apply). The effects of an Original 6 dr remain unchanged.

VotG12. OBA: For both sides: neither 150+mm OBA nor any Rocket OBA may fire Smoke; no OBA may fire WP; only MTR OBA and German 100+mm OBA may fire IR.

VotG13. NO QUARTER: No Quarter (A20.3) is in effect for both sides.

VotG14. TUNNELS: Fortified Building Locations may not be exchanged for Tunnels (B8.6). Tunnels are only available by SSR or CG purchase.

VotG15. BOOBY TRAPS: Russians always have a Level C Booby Trap capability (B28.9) [EXC: in the CG they may increase it to Level A or B by CPP expenditure]. Booby Traps are active over the entire VotG map, but are activated only by appropriate German TC. Minefield factors may not be exchanged for Booby Traps. Germans have no Booby Trap capability.

VotG16. STEALTH: All Good Order Russian Elite and 1st Line Infantry are Stealthy (A11.17).

VotG17. INTERROGATION:² Civilian Interrogation (E2.4) is in effect; the Russian is considered to be in a friendly country and the German in a hostile country.



VotG18. AA HALFTRACKS:³ German SdKfz 10/5 AA halftracks using IFE (C2.29) may participate in a multi-unit FG as if they were armored halftracks (D6.64). An SdKfz10/5 may enter a Debris Location in the same manner as a fully-tracked AFV (O1.2), albeit at an increased risk for Bog (D8.21).

VotG19. AMMUNITION SHORTAGE: Due to supply problems affecting the German 6th Army, in any scenario that takes place from September 18th to September 27th (inclusive), all German 81* MTR, 50L and 75L MA/Guns suffer from Ammo Shortage penalties (A19.131, D3.71) and all German 80mm and 100mm OBA modules automatically have Scarce Ammunition (C1.211).

VotG20. RADIOS: All Russian AFVs are Radio Equipped (D14).

VotG21. OFF-MAP ROADS: Any road exiting a map edge on the VotG map is considered, for purposes of A2.51, to extend off that map edge



VotG21

along that lettered hexrow (if off the north or south edge), or in hexes of the same coordinate (if off the west edge). The off-map road is considered to be of the same type (paved/dirt) as the road hex it is connected to on the map. All terrain in the off-map setup area is still considered Open Ground. If units are set up to enter (as per A2.51) they must enter during that Player turn or be forfeit [EXC: in the *VotG CG* such unentered units may not enter during that scenario but are Retained for the next CG scenario].



VotG22. NKVD MMC:⁴ Russian NKVD personnel are represented by 6-2-8/3-2-8 MMC with a hammer and sickle symbol in the upper right corner. NKVD MMC are 2nd Line troops (A1.25), have an ELR:⁵ and an underscored Morale (A19.13), as well as an increased broken Morale Level. NKVD MMC receive a -1 Heat of Battle DRM (cumulative). When Field Promotion occurs (A18), a NKVD MMC will create a Commissar (A25.22, *VotG23*); use the following table to determine the type of Commissar (if any) received.



Leader Creation (NKVD MMC only)			
die roll	Commissar Created	drm	Cause
≥ 6	None	-1	CC vs AFV or per odds column < 1:1
4,5	8+1		
2,3	9-0	-1	Base unit was Fanatic
≤ 1	10-0	+1	Base unit was broken



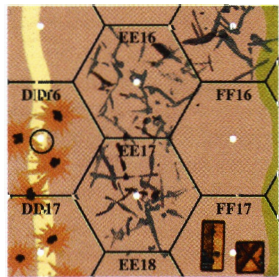
VotG23. 8+1 COMMISSAR: A new type of Commissar of lesser quality is included in certain *VotG* scenarios and CG, represented by an 8+1 SMC. Normal Commissar rules apply (A25.22) [EXC: A Russian leader may never be replaced with an 8+1 Commissar].



VotG24. ASSAULT ENGINEERS: Assault Engineer MMC are represented by Russian 6-2-8/3-2-8 and German 8-3-8/3-3-8 MMC that have a DC depiction in the upper left corner. Assault Engineer MMC are Elite Class troops (A1.25) and have their CCV (A11.5) increased by +1. The enhanced Smoke capability normally afforded an Assault Engineer squad (H1.22) is already reflected in the printed Smoke exponent, which may not be increased further. Assault Engineer MMC are also Sappers (B28.8). If a Russian Assault Engineer is Replaced, it loses all special capabilities for the remainder of the CG, even if it subsequently Battle Hardens. All references to 8-3-8s/3-3-8s refer to these Assault Engineer and Sapper MMC.

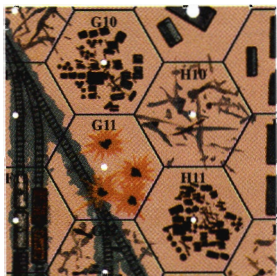


VotG25. NIGHT:⁵ All non-Heroic German Personnel are Lax at night. The Germans do not receive the 25% HIP normally afforded the Scenario Defender (i.e., the first sentence of E1.2 is NA); rather, they may be given HIP as specified by SSR or by expending FPP during the Fortification Purchase step of a CG Refit Phase (12.623).



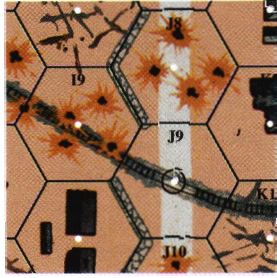
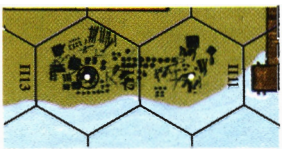
1. DEBRIS

1.1: All rules pertaining to Debris (O1) are in effect (EX: EE16, EE17).



2. LUMBERYARDS

2.1: All rules pertaining to Lumberyards (B23.211) are in effect (EX: G10, H11, I111, II12).



3. RAILROADS

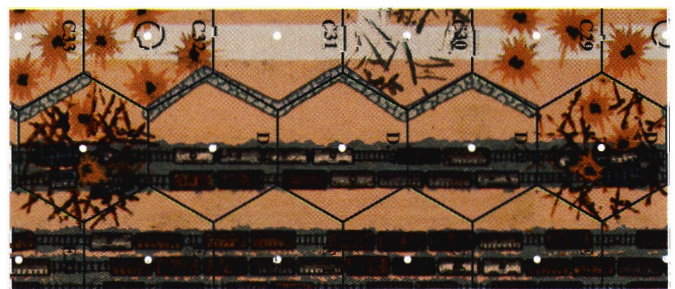
3.1: All Railroads (B32) are Ground Level RR (GLRR) (B32.1) (EX: hex I9).

3.2 RR CROSSINGS: All RR Crossings are Ground Level RR Crossings (B32.41) (EX: hex J9).

4. RAIL CARS⁶

4.1 TERRAIN: Any hex containing ≥ 1 Rail Car depiction (EX: hex E14, D15) is a Rail Car hex. Each Rail Car depiction is a 1 Level LOS Obstacle [EXC: if Wrecked (4.7) or Guttred (4.8)]. A Rail Car hex has a +2 TEM and is Concealment Terrain (A12.12). Rail Car hexes may be Kindled [EXC: if Guttred] and have Kindling/Spread numbers of 8/9 respectively. Rail Car hexes are considered directly attached (B25.62) if one or more Rail Car depictions straddles the adjoining hexside (for an example see the 4.2 illustration).

4.2 MOVEMENT: Infantry may enter a Rail Car hex at a cost of 2 MF [EXC: if Wrecked]. Infantry may also use Bypass Movement (A4.3) to enter a Rail Car hex as if it were a building [EXC: if Wrecked or Guttred]. Vehicles may only enter a Rail Car hex using Vehicular Bypass Movement (D2.3) as if entering a building hex [EXC: if Wrecked or Guttred] (see the 4.2 illustration).



EX: Note that hexes D29-D30 and D30-D31 are directly attached for purposes of Spreading Fire (B25.6-25.62) as the hexside common to each has one or more Rail Car depiction(s) straddling it. Bypass movement would not be allowed along hexsides D29-D30 and D30-D31 due to the Rail Car depiction(s) straddling the hexside. Bypass Movement would be possible in hex D29 along the D29-D28 hexside and also in hex D31 along the D31-D32 hexside. Bypass movement would be allowed in hex D30 along the C30 and C31 hexsides, but not along the E30 or E31 hexsides.

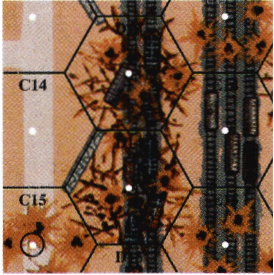
4.3 GUNS/FORTIFICATIONS: The only Guns allowed in a Rail Car hex are Small Target Size Guns, AT/INF Guns that are not Large Targets, and Mortars [EXC: if Wrecked or Guttred]. Guns may setup Emplaced in a Rail Car hex. The types of Fortifications allowed in a Rail Car hex are the same as those allowed in a GLRR hex (B32.11) [EXC: if Wrecked or Guttred].

4.4 RUBBLE: Stone Rubble falling (B24.12) into any Rail Car hex turns it into a Stone Rubble (not Rail Car) hex.



4.5 AMBUSH: Rail Car hexes are treated as buildings for Ambush/Street Fighting purposes.

4.6 AERIAL: There is a +2 DRM to a Sighting TC vs a unit *in* [EXC: DRM does not apply if in Bypass] a Rail Car hex [EXC: if Wrecked or Gutted].



4.7 WRECKED RAIL CAR: Any HE attack of ≥ 70 mm against a Rail Car hex in which the original IFT DR results in a KIA can possibly cause the Rail Car hex to become Wrecked. Before resolving the HE attack against any affected occupants make a subsequent dr; if the result is \leq the KIA# of the original DR, the Rail Car hex is Wrecked, and all occupying Infantry/Guns/SW/Unarmored Vehicles are eliminated; any occupying AFV that is currently Moving/Motion must undergo an immediate Bog Check (D8.2). A Rail Car hex may also become Wrecked by failing a Bombardment Morale Check (C1.822); a Rail Car hex has a Morale of 9 for Bombardment purposes.

4.71 TERRAIN: A Wrecked Rail Car hex is identified by either printed artwork (i.e.— any hex containing a combination of Rail Car depictions, wooden rubble and shellholes; (EX: hexes D13, D14) or by placement of a Wooden Rubble counter.

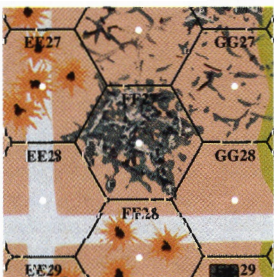


All rules pertaining to Wooden Rubble (B24) apply to a Wrecked Rail Car hex [EXC: During the Refit Phase a Wrecked Rail Car marked with a Blaze does not become shellholes as per 12.6102, rather it becomes Gutted per 12.6106].



4.8 GUTTED RAIL CAR: A Rail Car or Wrecked Rail Car hex may become Gutted during the Refit Phase of a CG (12.610-.6106) or is designated as such by SSR; a Rail Car hex may not become Gutted during play.

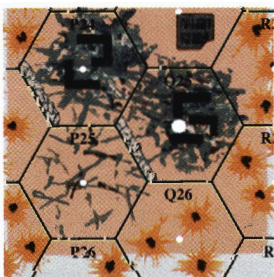
4.81 TERRAIN: All rules pertaining to Debris (1.) apply to a Gutted Rail Car hex. A Gutted Rail Car hex is identified by placement of a Gutted counter.



5. PRINTED RUBBLE

5.1 All rules regarding Printed Rubble (O3) are in effect (EX: hex FF27).

5.2 PARTIALLY COLLAPSED BUILDING:⁷ Any Printed Rubble hex that contains black-bar artwork is a Partially Collapsed Building hex, representing a building that is Rubbled but has portions of its walls still intact. Except as otherwise noted, a Partially Collapsed Building hex is treated as a normal Rubble location (B24; O3).

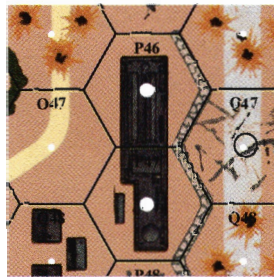


5.21 OBSTACLE HEIGHT: A Partially Collapsed Building hex is a normal Half-level obstacle Rubble hex with the exception of the wall depiction itself (represented by the black-bar artwork). The height of the wall depiction is determined by the hex center-dot.

5.211 LEVEL 1 OBSTACLE: A wall in a Partially Collapsed Building hex that has a regular center-dot (EX: hex P24) rises to a height of 1 level.

5.212 LEVEL 1.5 OBSTACLE: A wall in a Partially Collapsed Building hex that has a large white center-dot (EX: hex Q25) rises to a height of 1.5 levels.

5.3 COLLAPSE: A wall in a Partially Collapsed Building hex will collapse from any result that would normally create Rubble (B24.11) in a building Location; Falling Rubble (B24.12) is NA (for the effects on any occupants see B24.11 and B24.121). A Partially Collapsed Building hex in which the wall collapses is marked with a Rubble counter of that building type, and thereafter is considered to be a normal (Half-level obstacle) Rubble location.



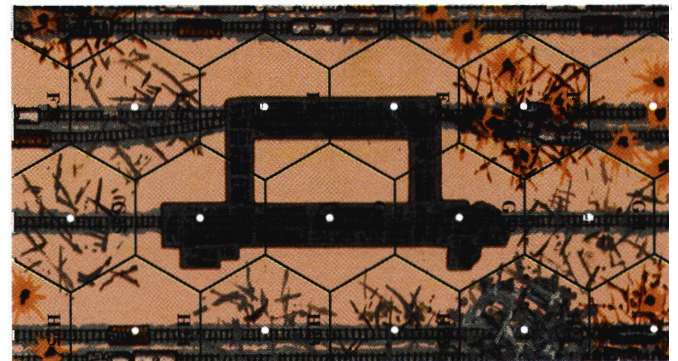
6. VotG FACTORIES⁸

6.1 DESCRIPTION: Each Multi-hex building on the VotG map is a Factory if it has ≥ 1 hex containing a large white center-dot and/or has a Road/Railroad entering the building depiction (EX: buildings F22, I47, P46). Normal Factory and RB Factory rules (B23.74; O5) apply to all VotG Factories except as amended below.

6.2 ROOFTOP ACCESS POINTS: Only VotG Factory hexes that contain large white center-dots or a Vehicular-sized Entrance (6.4) have Factory Rooftop Access Points (O.4B).

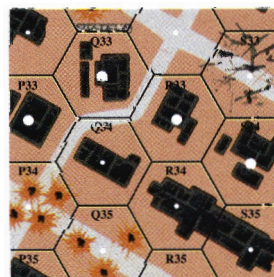
6.3 BUILDING HEIGHT: VotG Factories are 1.5 level buildings.

6.4 VEHICULAR-SIZED ENTRANCE: Only VotG Factory hexes that contain a Road or Railroad entering the building depiction (EX: building F22) have a Vehicular-Sized Entrance (B23.742; O5.2); if no such hex exists, then the factory has no Vehicular-Sized Entrance (EX: building P46).



EX: Note the Railroad entering Factory F22 in hexes F22, F23, G22 and G24; All of these hexes contain Vehicular-Sized Entrances.

EX: see the building P46 illustration. Building P46 has no Vehicular Sized Entrances as there are no roads or railroads entering the building depiction.



7. GUTTED BUILDINGS⁹

7.1 DESCRIPTION: Any non-factory building containing Roofless Building artwork (EX: buildings P33, Q33, Q34, R33, R34 and S34) is a Gutted Building, representing a building that was burnt-out in previous fighting. Gutted Buildings are created during the Refit Phase of a CG or by SSR; they are never created during play. Rules for Gutted Factories are handled as per O5.5.



7.2

7.2 ROOFLESS: Guttled Buildings are Roofless buildings but retain their original obstacle height (i.e., 1, 1.5 or 2.5 level [EXC: *if rubbledd*]). All Roofless Factory hex rules (O5.4) apply in the uppermost existing location [EXC: *unless Rubbled*] of each hex of the building except as amended below. All non-rooftop Locations of a Guttled Building still exist normally.

7.3 TEM/LOS: Normal LOS rules apply to LOS *within* the building (B23.25); i.e. each Guttled Building Location is still a LOS obstacle. The TEM of each Location in a Guttled Building is +3 (+4 if fortified) [EXC: *vs Aerial attacks (7.6) and Indirect Fire (7.7)*].

7.4 ENTRY: The cost for Infantry to enter a *non-factory* building Location is increased by 1 MF if it is gutted. AFV entry of a Guttled Building is handled per normal building entry rules (B23.4-23.41).

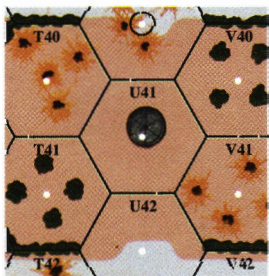
7.5 KINDLING: A Guttled Building Location may never catch fire in any way (i.e. it is not Burnable Terrain) [EXC: *if rubbledd*].

7.6 AERIAL: The Sighting TC DRM vs a unit in a Roofless Location of a Guttled Building is a +2; vs a unit in a non-Roofless Location of the building the DRM is a +3. Aerial fire vs a unit in a Roofless Location of a Guttled Building receives a +2 TEM, even if fortified; the TEM is +3 (+4 if fortified) vs a non-Roofless Location.

7.7 INDIRECT FIRE: Indirect Fire vs a Roofless Location of a Guttled Building receives a +2 TEM (even if fortified). Indirect Fire is allowed from a Roofless location of a Guttled Building (but AA fire vs Aerial units is not). Indirect Fire vs a unit in a non-Roofless Location of a Guttled Building receives a +1 DRM for each non-rooftop level of the building above it.

8. CELLARS

8.1 CELLARS: All rules pertaining to RB Cellars (O6) are in effect.



9. FOUNTAINS

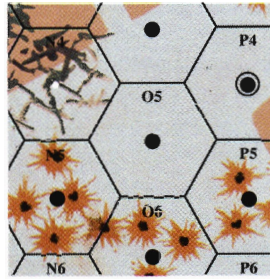
9.1 DESCRIPTION: A Fountain (EX: hexes I38, U41) depiction is a Half-level LOS Hindrance. A Fountain has a TEM of +1 (lowered to 0 vs Indirect Fire or if Encircled) and is *not* Concealment Terrain.

9.2 ENTRY: Infantry may enter a Fountain hex at a cost of 1 MF. A vehicle may enter a Fountain hex by expending 1/4 (FRU) of its MP allotment and taking a Bog Check (D8.2) with a +1 DRM. Vehicles may also enter using VBM as if the Fountain depiction were a building.

9.3 KINDLING: A Fountain is not Burnable Terrain.

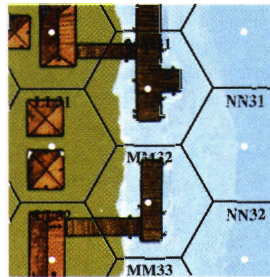
9.4 GUNS/FORTIFICATIONS: The types of Fortifications allowed in a Fountain hex are dictated by the “other” terrain in the hex, i.e. either Open Ground or City Square (10.) terrain. All types of Guns are allowed in a Fountain hex but Gun Emplacement is NA if the “other” terrain in the hex is City Square, i.e., hex I38.

9.5 SHELLHOLES: Shellhole creation in a Fountain hex is possible (as per B2.1; see also Bombardment C1.823).

10. CITY SQUARES¹⁰

10.1 DESCRIPTION: Any hex containing Paved Road artwork and an enlarged black center-dot (EX: N5, O5, O6, P4, P5) is a City Square hex. All rules for Wide City Boulevards (B7) apply unchanged in these hexes.

10.2 MISCELLANEOUS: Street Fighting (A11.8) and Dash (A4.63) are NA in a City Square hex.



11. VOLGA PIERS

11.1 DESCRIPTION: A Volga pier (EX: MM31, MM32) is a wooden pier jutting into the Volga River. All rules for wooden non-pontoon bridges apply to piers except as stated otherwise. A pier Location is considered a paved road for setup purposes.

11.2 LOS: Because the Volga River is Flooded, piers have no effect on LOS. Each intervening pier depiction is a Hindrance *only* for a LOS that begins and ends in a river Location, or for a LOS between a pier Location and a river Location. A pier has no effect on LOS that either begins or ends in a land Location or for LOS between pier Locations.

11.3 TEM: A Volga-pier Location is Open Ground with a 0 TEM.

11.4 ENTRY: No unit may set-up/enter beneath a Volga pier. A boat may Beach across a hexside of a pier hex in the normal (i.e., as given in E5.) manner.

11.41 (UN)LOADING BOAT: Only Personnel (and their possessed SW) may (un)load from/onto a boat (E5.) directly to/from a pier Location, and only if that boat is Beached across a hexside of a pier hex. Because the Volga River is Flooded, both pier and river Locations are at Level 0, and so no change in elevation occurs when (un)loading.

11.42 DRIFT: A boat (E5.) does not Drift if it would Drift into a Volga-pier hex.

12. VALOR OF THE GUARDS CAMPAIGN GAMES¹¹

12.1 INTRODUCTION: The Valor of the Guards Campaign Games provide two or more players a series of interrelated scenarios showcasing the savage fighting for central Stalingrad in mid to late September 1942. The CGs range from the “mini” Rail Station CG I to the monster CG IV which encompasses the entire 14-day thrust to the shore of the Volga.

12.11 BETWEEN SCENARIOS: Between Campaign Game (CG) Scenarios, players make use of a special CG phase called the Refit Phase (RePh), wherein each side takes stock of what has happened and prepares for further combat in the next CG scenario. In the RePh, Reinforcement Groups (RG) in the form of infantry companies, AFV platoons, OBA modules and gun batteries—to name a few—may be selected by the players and purchased through the expenditure of Campaign Purchase Points (CPP).

12.12 CASUALTIES: Casualties suffered in a CG scenario/its subsequent RePh must be placed in their respective “Casualties” box on the Chapter V divider, since their Casualty VP (A26.2) total is used both to determine a DRM for the CPP Replenishment Table and for all CG non-Initial Scenario Victory Conditions. The Casualty VP value of a counter which remains on-map (e.g., wrecked AFV) should be noted on a side record.



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12.2

12.13 TEAM PLAY: The three larger VotG CG (and to a lesser degree CG I) are easily adapted and recommended for team play, with each player commanding certain unit types (armor, infantry) or historical unit formations (e.g., Infanterie Regt 518, Infanterie Regt 191 and Infanterie Regt 194, etc).

12.14 CG ROSTER & RG PURCHASE RECORD: The printed copies of the VotG “CG Roster” and “RG Purchase Record” should be used by CG players to record important CG information. See the appropriate RePh steps for information on updating the CG Roster and CG Purchase Record.

12.15 CHAPTER V DIVIDER: The Chapter V divider provides spaces for keeping each side’s Eliminated units, Reinforcements available to enter and Retained units for the next scenario, as well as fortification counters waiting to be placed on the map. As reinforcements (and even Retained units) for each side can be kept secret, it is suggested that the players keep its forces out of sight of the opposing side.

12.2 DEFINITIONS AND ABBREVIATIONS: The following glossary explains abbreviations and important terms used frequently in the VotG Campaign Game system.

CG: Campaign Game.

CG Day: One day of a CG (whether ≥ 1 scenario is played or not); e.g., 14 September is the first CG Day of CGII, 15 September is its second CG Day, etc. Each CG Day (except for the first in each CG) begins upon passage of RePh step 12.6141 (“New CG Day”).

CG Roster: The sheet used to record information for each CG scenario. One line is filled out for each CG scenario. Players are urged to photocopy the facsimile provided herein.

Coy (company): A CG Infantry RG organization type.

CPP (Campaign Purchase Points): Used to buy RG in RePh step 12.621.

Depleted: A RG not received at Full Strength.

Eliminated: Units/Equipment “Eliminated” in a CG are removed from that side’s OB.

Equipment: Any SW/Gun/Vehicle/Daisy-Chain that can be part of a side’s OB. Any counter that can be Portaged/driven/Manhandled about on the map.

Escape: The process by which a unit attempts to leave an Isolated Area (12.6073).

Ferry Landing: A Ferry Landing (CG12) collectively consists of a building (or rubble Location(s) thereof and Volga Pier (11.) hex(es) that are attached by contiguous-artwork.

FPP (Fortification Purchase Points): Used to purchase fortifications in RePh step 12.623.

Front Line Location: Each location that belongs to a(n) (Alternate) Hex Grain of a Perimeter marked in RePh step 12.606. Each Front Line Location is a part of a “loop” of adjacent Front Line Locations.

Full Strength: An Infantry Company/Infantry Platoon/AFV Platoon received *in total*.

Idle Day: A CG Day in which both sides have picked an Idle chit (no CG scenario is played).

Initial Scenario: The first scenario of a CG. A CG’s Initial Scenario gives each side’s setup/entry restrictions, Initial Scenario Victory Conditions, starting OB (including certain predetermined RG and a pool of CPP [and Support CPP if German] to spend on additional RG), and the SSR applicable only to that Initial Scenario and CG.

Isolated Area: A group of adjacent Isolated Locations.

Isolated Location: A location that lies within the Perimeter Area of *both sides*.

No Man’s Land: Locations that are either outside both Perimeter Areas or part of a type A (i.e. unoccupied) Isolated Area (12.607).

OB (Order of Battle): All the units, Equipment and Fortifications of a side that are eligible to participate in the next CG scenario. Includes all Retained units and equipment, plus all the RG purchased since the last CG scenario.

Perimeter: All of the (Alternate) Hex Grains formed by the placement of the Perimeter markers enclosing a section(s) of the map. Although the (Alternate) Hex Grains marked out in RePh step 12.606 might produce ≥ 1 Perimeter “loop” (i.e. one [or more] “main loops” and one [or more] Pockets), there is still only one Perimeter per side.

Perimeter Area: All hexes enclosed by, and including, a side’s Front Line Locations (12.606).

Pltn (platoon): A CG Infantry or AFV RG organization type.

Pocket: An Isolated section of the Perimeter Area created in RePh step 12.6066-.6068. A Pocket may never include any map edge hex [EXC: 12.6068].

RePh (Refit Phase): The series of steps performed between CG scenarios. All Chapter V rules beginning with “12.6” are VotG CG RePh rules/steps.

Retained: All units/Equipment in a side’s OB that are available for on-map/off-map setup in the next CG scenario; i.e., all that remain available from the last CG scenario, all RG purchased since the last CG scenario but prior to the current CG Day, and all RG purchased on the current CG Day and specifically allowed to setup on-map. Retained units/Equipment (important: see 12.6154 for FT/DC) should be kept in the “Retained” box on the Chapter V divider (12.15) when not on-map.

RG (Reinforcement Group): Usually a number of units/Equipment purchased, as a group, for use in the CG as additions to a side’s OB. Also includes FPP, MOL capability, Fanatic Strongpoint, SAN increase, OBA, Pre-Registration, Off-board Observer and Observation Plane capability.

RG Purchase Record: The sheet used to record the units-in/information-for each CG RG type. One line is filled out for each RG purchased. Players are urged to photocopy the one provided herein.

Shore Hex: A level-0 land hex adjacent to a Water Obstacle hex on the VotG map.

Stone Hex: Each stone-building and stone-rubble hex on the VotG map. These hexes are used in all campaign scenario and game Victory Conditions (12.6255; 12.51-.54). On the VotG map there are 557 total stone hexes. Of course, this total can increase during a CG due to rubble spread.

Strategic Location: Each building Location [EXC: Sewer, Rooftop], Lumberyard, Rail Car, rubble, Pillbox, Entrenchment, non-Water-Obstacle map-edge hex, and Shore Hex is a Strategic Location (12.6062-.6064).

Strength: An Infantry Coy is received either at Reinforced Strength, Full Strength, Lightly Depleted Strength, Moderately Depleted Strength or Heavily Depleted Strength. An Infantry Pltn or AFV Pltn is received either at Full or Depleted Strength.

Support CPP: Used by the German side to purchase any non-infantry type (“I” type) RG in the RePh.

VotG: Valor of the Guards ASL module.

Weapon: Any SW/Gun/Vehicular-armament/Daisy-Chain using the IFT/TH table(s) to cause damage to the opponent.



12.3

12.3 THE CG SCENARIOS: The parameters of the Initial Scenario for each CG are given in 12.51-54. Additional scenarios for that CG (and the Victory Conditions for each) are generated in a special between-CG-scenario sequence called the Refit Phase (RePh); 12.6. The CG continues until the specific CG Victory Conditions are fulfilled by one side or the completion of the last CG Date of that CG, whichever comes first. The “start lines” (or, Front Line Locations, to use the game term) in a CG scenario are determined by Locations Controlled by both sides at the end of the last-completed CG scenario.

12.31 CG BALANCE PROVISIONS: Should all players wish to play the same side (A26.4) the following Balance is used:

✚ Each German personnel counter possessing a FT/DC is Fanatic.

★ All Storm Group personnel (Russian RG type I6) are Fanatic. Also, when setting up for each CG scenario the Russian side may Battle Harden a number of additional MMC equal to a secret dr.

12.32 CG SCENARIO BALANCE PROVISIONS: The following CG-scenario Balance provision may come into effect automatically, depending on the opposing sides’ win:loss record:

- Provided \geq three CG scenarios have been completed, a side that has won \leq one-third of those scenarios receives a -1 DRM to all of its CPP Replenishment DR (12.618) and RG-Strength DR (12.6221-.6224), or
- Provided \geq four CG scenarios have been completed, a side that has won \leq one-fourth of those scenarios receives a -2 DRM to all of its CPP Replenishment DR (12.618) and RG-Strength DR(12.6221-.6224).

12.4 CAMPAIGN GAME SPECIAL RULES: All VotG CG SSR below apply in all CG scenarios.

CG1: MAP: The entire VotG map is used in all CG scenarios [EXC: CGI].

CG2: VotG SSR: All VotG SSR are in effect except as amended below.

CG3: WEATHER: EC and Weather for each CG scenario are determined in RePh step 8.620 [EXC: for each Initial Scenario they are listed in that scenario’s specific SSR]. Wind Force (and direction, if necessary) is determined in RePh step 8.6261.

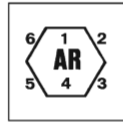
CG4: GAME END: The Turn Record Chart for all CG scenarios is located in the northeast corner of the VotG map. All CG scenarios have a variable game length [EXC: the Initial Scenarios of CG II and CG IV have a pre-determined length]. At the end of Game Turn 5, and at the end of each Game Turn thereafter, the Russian player makes a Game End dr: if the Final dr is \leq the circled number in the current turn’s box on the VotG CG Turn Record Chart the scenario ends immediately (e.g., at the end of Game Turn 6 the scenario will end on a Game End dr \leq 3).

CG SCENARIO TURN RECORD CHART

1	2	3	4	5 ^①	6 ^③	7 ^⑤	8 ^⑥	END
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CG5: GUNS: Bore Sighting is NA for all weapons. A Gun/AFV in a Pillbox or Fortified Building Location may never be moved during the course of that CG [EXC: if Eliminated]. Such an AFV/Gun, once revealed, may never again set up hidden normally but may be set up Concealed if able to. Otherwise, Guns may always set up hidden normally in CG scenarios.



CG6: OBA: Each side is limited to using a maximum of two OBA modules per CG scenario (with “usage” of a module being defined as having its radio, field phone, or Spotter [whether offboard or aerial] in play at any time during a CG scenario; see also SSR CG10). When an OBA module is selected as a RG, the player may freely select a radio or field phone (unless prohibited by a CG SSR) [EXC: offboard/aerial observer] which may be possessed by any friendly leader who is not set up in an Isolated Location or in Reserve. Each Russian Security Area must be traced (as per C1.23) to any friendly-Controlled east or north-edge hex (a Security Area in a Water Obstacle is immune to being “cut”). Each German Security Area must be traced (as per C1.23) to any friendly-Controlled north or west-edge hex. The ground-level Location of each Security Area hex must be friendly-Controlled at scenario start.

CG7: TERRAIN CHANGES: During the course of the same CG, alterations of printed mapsheet terrain are bound to occur, all of which become “permanent” (barring subsequent Clearance/Removal or Deactivation [12.6143] if applicable). All counters for Fortifications, Rubble, Breaches, Trailbreaks, Shellholes, Wrecked Rail Cars, Guttled Rail Cars and wrecks are left on-map from scenario to scenario. Any terrain ablaze at scenario end is resolved as per RePh 12.610. A wreck in a terrain Blaze is not removed from play; instead, it remains on-map (still treated as a LOS Hindrance) and in step 12.6101 of the next RePh will become a Burnt-Out Wreck. A Burnt-Out Wreck may neither catch Fire or be Scrounged, nor may it be removed from play as per D10.4. A Burnt-Out Wreck is a LOS Hindrance in the same manner as a normal wreck.



CG8: SNIPERS: Due to the large playing area and the widespread sniper activity, each side must place two Sniper counters on the map at the start of each CG scenario [EXC: in CG I each side only places one Sniper counter on map]. Both friendly Snipers must set up as per the first two sentences of A14.2, with \geq 15 hexes between them (or as far apart as possible if they cannot set up 15 hexes apart). When a Sniper attack can occur, make a dr to determine which sniper attacks; on a dr of \leq 3 that side’s northernmost Sniper attacks (if both equally “northernmost”, the owning player may select the one that attacks before performing the Target Hex DR; A14.2). The SAN is never altered by the presence of two friendly Snipers in play simultaneously. Any result (e.g., Pin) affecting a Sniper counter affects both friendly Snipers simultaneously. See also 12.6142.

CG9: REINFORCEMENTS: All Infantry/AFV RG purchased on the current CG Day [EXC: 12.6214], as well as Retained units voluntarily held off-map as reinforcements, enter on/after Turn 1 [EXC: unless otherwise specified by CG SSR] in hexes indicated by their respective Entry Code (12.6217) during that scenario. Some, all or none (including the individual RG units) may enter on each turn. Russian and German units may still set up in their friendly-Controlled Locations, even if such a Location is in a potential enemy entry hex.

CG10: RETAINED RG: Each RG, or part thereof, not entering-play/used during a CG scenario is still available for the next CG scenario [EXC: Redeployed AFV Platoon, 12.6162; Stuka]. Furthermore, each purchased RG, or part thereof (including any Pre-Registered-hex[es]/Offboard-Observer assigned to an OBA RG),



is Retained until Eliminated/Recalled in a CG scenario or its subsequent RePh. For purposes of this rule, OBA modules that have placed an FFE [EXC: IR] in the just played CG scenario are Eliminated.

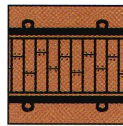


CG11: RUSSIAN FANATIC STRONGPOINTS:¹² Each non-prisoner Russian Personnel unit in a Fanatic Strongpoint Location [EXC: if in a Sewer Location, or if currently in Bypass], is considered Fanatic (A10.8) and is immune to the effects of Encirclement (A7.7). If entering from outside the Fanatic Strongpoint it becomes Fanatic immediately, prior to all Defensive First Fire against it. If wishing to advance out of a Fanatic Strongpoint Location in order to CC an AFV, it need not take a PAATC since it is Fanatic when required to take it. A Russian unit already Fanatic receives no further Morale benefit. All non-rubbled ground-level Locations of a Fanatic Strongpoint must be fortified building Locations. Rubble occurring in an original Fanatic Strongpoint hex is still considered part of that Fanatic Strongpoint for purposes of this rule. Russian personnel in Fanatic Strongpoints receive a -1 HOB DRM, and an additional -1 HOB DRM if the Fanatic Strongpoint currently has a Good Order Commissar in any Location; both are cumulative.

CG11.1: TYPES OF FANATIC STRONGPOINTS:

- a) **HISTORICAL STRONGPOINT:** Certain buildings on the VotG map may be activated as Fanatic Strongpoints during a CG; precisely which building(s) may be activated are designated by CG SSR. In order to activate a Historical Strongpoint the Russian need only record that the indicated building is a Fanatic Strongpoint during scenario setup, providing he currently Controls all Locations of the building and has fortified all of its ground-level Locations. The Fanatic benefits of a Historical Strongpoint last for the duration of the current CG.
- b) **BATTALION STRONGPOINT:** A Battalion Strongpoint is a type of Fortification that may be purchased during the RePh. Any building the Russian currently Controls all Locations of may be designated a Battalion Strongpoint by expenditure of the required per-hex FPP cost, providing all ground-level Locations are fortified. The Fanatic benefits of a Battalion Strongpoint last for the duration of the current CG.
- c) **NKVD STRONGPOINT:** During CG scenario setup the Russian may designate any building as a NKVD Strongpoint, providing all Locations of the building are friendly-Controlled, and \geq one NKVD MMC and \geq one Commissar are set up therein and all of the ground-level Locations are fortified. No Russian Personnel unit may voluntarily exit a NKVD Fanatic Strongpoint during the current CG scenario [EXC: if Berserk; also units may engage in Street Fighting, but survivors must return to the Strongpoint at the conclusion of CC if possible]; this includes any unit that enters the Strongpoint during the course of the current CG scenario. Broken Russian Personnel in a NKVD Strongpoint must (if possible) rout to the nearest Good Order NKVD MMC/Commissar, and may rout out of the Strongpoint only if no other option is available. Broken Russian Personnel in a NKVD Strongpoint may not rout from a Location containing a Good Order NKVD MMC/Commissar [EXC: if ADJACENT to an armed, unbroken, Known enemy unit or if the Commissar is engaging in Voluntary Rout with the broken unit]. A NKVD MMC/Commissar may never voluntarily break while in a NKVD Strongpoint. Broken Russian Personnel stacked with a Good Order NKVD

MMC/or in a Location ADJACENT to a Good Order NKVD MMC/Commissar must rally as if they are stacked with a Commissar [EXC: the Morale Level is not increased]. If at any point in a CG scenario there are \geq one unbroken NKVD MMC and \geq one unbroken Commissar simultaneously in the same Historical Strongpoint or Battalion Strongpoint, that building immediately becomes a NKVD Strongpoint. All the benefits and restrictions of a NKVD Strongpoint are cancelled at the end of the current CG scenario or at the instant there are not both \geq one Good Order NKVD MMC and \geq one Good Order Commissar within the Strongpoint. The effects of a NKVD Fanatic Strongpoint, occupied at start solely by Reserve RG(s), are NA until \geq 1 NKVD MMC and Commissar of the Reserve RG(s) has lost its Cloaking.



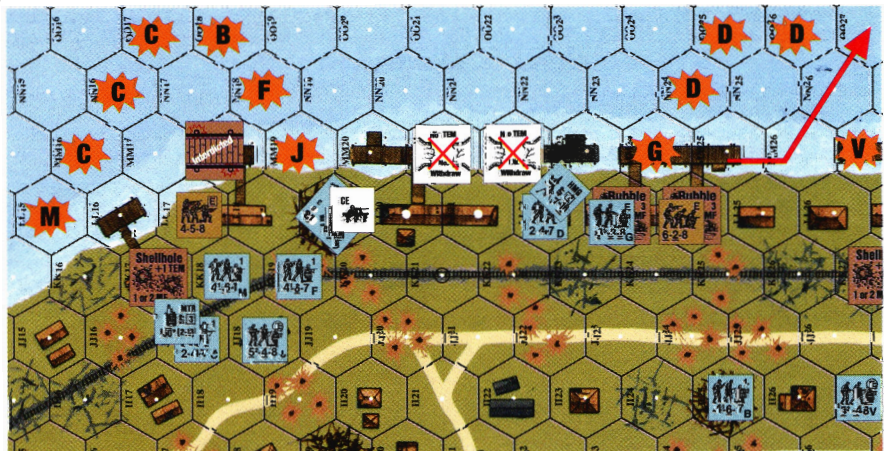
CG12: FERRY LANDING:¹³ A Ferry Landing collectively consists of a building (or rubbled Location(s) thereof) and Volga Pier (11.) hex(es), that are attached by contiguous artwork. The Russian may treat a friendly-Controlled, non-interdicted Ferry Landing as a friendly map-edge (12.6063). This allows the Russian Player to trace supply through it and purchase on-map/Reserve RG, even when no friendly north/south map-edge hexes exist. A Ferry Landing ceases to exist the instant it no longer has any Pier hexes attached to its building/rubble hexes.



CG12.1: INTERDICTION: A Ferry Landing is Interdicted if all of its Pier Hexes are Interdicted or if the Russian Player is unable to trace a contiguous line of non-interdicted River hexes leading from the Volga Pier hex(es) to the east map-edge. Interdiction is determined during RePh step 12.602 as per A10.53-.532 (i.e., thus to Interdict a Pier or River hex a unit must be in normal range within 16 hexes without any LOS Hindrance, etc.). LV Hindrances have no affect on determining Interdiction. During a Night scenario, a Pier or River hex is always considered to be an Illuminated Location for purposes of determining Interdiction status.

CG12.12: ELIGIBLE UNITS: Each fully-manned MMC/SW/Ordnance able to meet the conditions of A10.53-.532 may interdict \leq 1 Pier or River hex [EXC: each SW/Ordnance may Interdict \leq a number of Pier or River hexes within its current Field of Fire equal to its current ROF (also see A9.21)]. Any unit designated as Interdicting is considered to be TI for the remainder of the RePh.

CG12.2: CONTROL: Building Control rules (A26.14; A26.11) are used to determine Control of a Ferry Landing, and a Ferry Landing (i.e., a Pier and any attached building) is considered to be one building for purposes of Control.





CG12.2

EX: DEFINITION: Ferry Landing KK17 does not exist as there is no attached building/rubble hex due to the (rubbled) building having been replaced by Shellholes. Ferry Landing LL20 does not exist as there are no attached Pier hexes due to the destroyed Pier in hex MM21. Ferry Landing LL22 still exists as the building and Pier are still attached, with the destroyed MM22 Pier having no effect. The Ferry Landing LL23 building is rubbled but has no effect on its existence. CONTROL: Ferry landing LL22 is German Controlled as the German 2-4-7 HS is the sole occupant of the building. The German 8-3-8 Squad will not Control Ferry Landing LL23 until the Russian 6-2-8 no longer occupies any Location of the rubbled building or attached Pier (see Gaining Control A26.11, Building Control A26.14). INTERDICTION: Ferry Landing LL17 is Interdicted as no path of River hexes free of Interdiction exists from the Ferry Landing to the east edge, and it would also be Interdicted if any German unit were able to Interdict Pier hex MM18; Ferry Landing LL23 is not Interdicted as a path of non-Interdicted hexes leading to the east edge exists (as indicated by the red arrow). ELIGIBLE UNITS: The 2-4-7 HS w/ Lt MTR "C" (hex JJ17) is able to Interdict 3 hexes (MM16, NN16, OO17) due to its ROF:3, and has no Field of Fire restriction. Squad 4-6-7 "M" (hex KK18) is using its inherent FP to interdict LL15. Squad 5-4-8 "J" (hex JJ18) can interdict hex MM19. CE StuG G "B" (hex LL19) is interdicting hex OO18 w/ its MA, but if BU would be ineligible. It cannot interdict pier hex MM18 as it would have to change its VCA. Its AAMG cannot interdict because it has no ROF. Squad 4-6-7 "F" (hex KK19) interdicts hex NN18. Squad 4-6-7 "B" (hex II25) is ineligible as its LOS to river hexes is Hindered by Debris hex KK26. 2-4-7 HS w/ HMG "D" (hex LL22) is able to interdict 3 hexes (NN24, OO25, OO26) due to its ROF:3, but its LOS is blocked to OO27; note that the HMG does have Field of Fire restrictions. Squad 8-3-8 "G" (hex LL23) is Interdicting pier hex MM24 and has no LOS to NN26; hex OO27 is beyond its normal range. Squad 5-4-8 "V" (hex II27) is interdicting pier hex MM27; hex OO27 is beyond its normal range.

CG13: MAP EXIT: Any Personnel (including their possessed Weapon) and Mobile AFV may exit the map during play, but only from an eligible hex, i.e., a hex that is currently friendly-Controlled and was friendly-Controlled at scenario start [EXC: see 12.6068]. Such a unit may not re-enter during that scenario, but is Retained [EXC: a broken Infantry unit must take an immediate NMC when exited; failure of the NMC results in the immediate Elimination of that unit and all of its possessed Weapons] in their side's OB for the next CG Day. Players should place such counters in the friendly "Retained" box on the Chapter V divider. All counters exited off non-eligible hexes are Eliminated, and count for Casualty Victory Condition purposes (but not for the CVP DRM of 12.618).

CG14: MASSACRE: Massacre (A20.4), if invoked during a CG scenario, is in effect only for the duration of that scenario. However, see also 12.609.



CG15: CONCEALMENT: All Infantry (and their possessed Weapon[s]) setting up in Concealment Terrain may do so concealed, regardless of LOS. Such "?" need not be purchased; i.e., they are placed freely. Otherwise, A12.12 and A12.34 apply. The side setting up first may conceal all eligible units before the other side views its setup; likewise, the side setting up second may conceal all eligible units before his opponent views that setup. "?" purchased in the RePh (12.623) are intended for use as dummies.

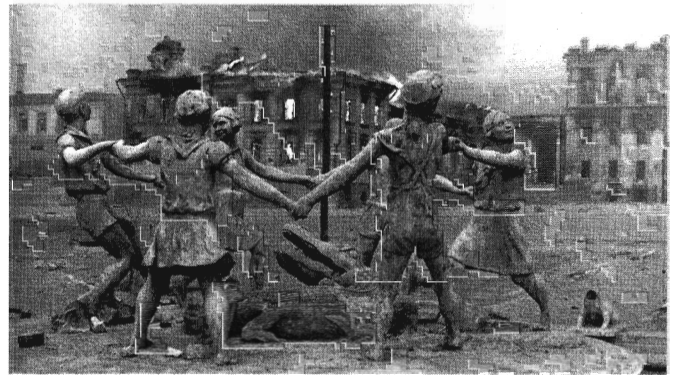
CG16: MISCELLANEOUS: Non-captured Mobile AFV may not be voluntarily Abandoned. A 5/8" counter set up beneath a Trench counter (as per B27.51) may be removed from below that counter on any subsequent CG Day [EXC: if immobilized or wrecked see 8.6151].

CG17: SELF RALLY: Each side may attempt to Self Rally ≤ two (not just one) non-Disrupted broken MMC, provided (as per A18.11) both attempts are carried out before other friendly MMC Rally attempts.

CG18: SEWER RESTRICTION: On the final CG Day of each CG, Sewer Movement is not allowed after Game Turn 4. At the start of Game Turn 5, all units/SW in Sewer Locations are Eliminated (but do not count as Casualty VP).

12.5 INITIAL SCENARIO: First select one of the scenarios below (CGI "Central Railway Station" is a "mini"-CG, being eight CG Days and using only a small portion of the VotG map). Included there is the information needed to play that CG's Initial Scenario. For the Initial Scenario, players begin with RePh step 12.621 (Purchase Reinforcement Groups) and complete RePh steps 12.621-624 (i.e., all steps preceded by a † in the RePh Sequence listing; 12.6). For each Initial Scenario, the actual Strength of each OB-given and purchased (RePh step 12.621) RG must still be determined normally (RePh step 12.622). Leaders received, if any, are determined in RePh steps 12.6225-6227.

In the Initial Scenario of each VotG CG the Russian sets up first and the German moves first [EXC: in CGIII, a dr determines which side sets up first]. Furthermore, in each CG Initial Scenario, the German is assumed to have selected the "Attack" Initiative chit and the Russian the "Idle" chit (12.625) for CPP Replenishment (12.618) and ELR-Change (12.619) DRM purposes [EXC: in CGIII both sides have selected the "Attack" Initiative chit].



12.51 VotG Campaign Game I: The Central Railway Station
CG Days: 15-22 September 1942

On September 14th Col. Roske's Infanterie Regiment 194 entered the downtown district of Stalingrad, pausing to regroup as it approached the Central Rail Station *Stalingrad-1*. Roske appraised the imposing obstacle of the main station's concrete terminal building, and wary of getting bogged down fighting for it, he decided to bypass it to the north through the railyards. His regiment's attack quickly broke through the lightly armed NKVD units and thrust to the bank of the Volga. The Division commander, General von Hartmann, had warned Col. Roske earlier in the day about his exposed right flank, as the 194th's sister regiment, the 191st, was lagging well behind. As a result of Roske's rapid advance to the riverbank, his regiment's right flank was even more exposed, so von Hartmann ordered the two battalions of the 191st Regiment to quickly push eastward and align its front with that of the 194th Regiment. Sitting squarely in the path of the 191st Regiment was the Central-Rail Station terminal, which was currently being defended by elements of Col Sarayev's 10th NKVD Division. The *Landsers* of the 191st Regiment were soon to discover why Roske had feared attacking the Rail Station earlier.

CGI MAP: Only hexes in rows A-M numbered ≥ 28 and ≤ 50 are playable.

CGI VICTORY CONDITIONS: Providing they Control all hexes of building F36, the Germans win at the conclusion of any



V

CG Day by Controlling \geq 75 Stone Hexes or at the end of the 22 September CG Day by Controlling \geq 66 Stone Hexes.

CGI SCENARIO VICTORY CONDITIONS: The German must Control all hexes of building F36 at scenario end (this applies to *all* CG I scenarios).

CGI SPECIAL RULES:

CGI-1 ENTRY AREAS: Russian RG may enter on any east/south edge hex(es) that is currently friendly-Controlled and was friendly-Controlled at scenario start. German RG entry is *always* allowed along the west edge, as well as any north edge hex(es) that is currently friendly-Controlled and was friendly-Controlled at scenario start.

CGI-2 MISCELLANEOUS: When Replenishing CPP during step 12.618 of the RePh, the number of CPP received by both sides is 2/3 (FRU) of the allotted CPP, including German Support CPP (12.6181) (i.e., 4 Support CPP are received). CG SSR CG8 (Snipers) and CG17 (Self Rally) are not in effect. CG6 is modified as follows: each side is limited to using a maximum of one OBA module per CG scenario, and a Russian Security Area must be traced (as per C1.23) to any friendly-Controlled east edge hex. Buildings F36 and L38 are Historical Strongpoints (CG11-11.1).

CGI-3 RUSSIAN BONUS CPP:¹⁴ Once during the CG, on/after the night of 15 September (but prior to 17 September), the Russian receives a bonus of 7 additional CPP (12.618).

CGI-4 GAME END: There is a +1 drm that applies to all Game End dr (CG4; 12.4).

CGI-5 INFANTRY RG PURCHASE PENALTY: During each RePh step 12.621, normal CPP Cost will apply to the first Infantry-type RG purchased; any Infantry-type RG >1 purchased will cost an additional 2 CPP [EXC: NA to the Initial CG Scenario].

**INITIAL RUSSIAN OB:**

Elements of the 10th NKVD Division [ELR:3] set up in hexes that are \geq 2 hexes from all allowed German setup hexes (see German setup restrictions) and/or in any Strategic Locations that are adjacent to allowed German setup hexes [SAN:5]:

RG: NKVD Militia Coy	2-2-8	82* MTR
Fortified Building Locations x 6	13 CPP	40 FPP

Remnants of the 6th Tank Brigade set up on/east of row D in hexes numbered \geq 43:

RG: SMG Coy T-34/M41 x 1 (see SSR I-4)

Elements of the 399th (composite) Regiment (attached to 42nd Rifle Brigade) set up on/east of hexrow D in hexes numbered \geq 46:

4-4-7 x 3	4-2-6 x 3	7-0	ATR	MMG
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**INITIAL GERMAN OB:**

Elements of Bataillon I and III, Infanterie Regiment 191 [ELR:4] and StuG Abteilung 244 set up in Strategic Locations that are \leq 2 hexes from the west/north map-edge and/or enter along the west/north edge on/after Turn 1 [SAN:3]:

RG: Rifle Coy	RG: Pionier Pltn	14 CPP
RG: Stösstruppe Pltn	RG: StuG G Pltn	4 Support CPP

INITIAL SCENARIO SPECIAL RULES:

The following SSR apply only to the 15th September Initial Scenario of CG I and the applicable RePh steps.

I-1 EC are Dry, with no wind at start. Weather is Clear.

I-2 The Russian may *not* purchase the following RG: Guards Rifle Coy, Guards SMG Pltn, Storm Group Pltn, HW Pltn or AT Battery (RG types I1, I2, I6, I8 and G1). No German RG may be purchased as Reserve (12.6214b).

I-3 All hexes that are \leq 2 hexes from the west/north map-edges are considered German Controlled at scenario start; all other hexes are Russian Controlled.

I-4 The OB-given T-34 is immobilized at start. The Russian OB-given SMG Coy RG and NKVD Militia Coy RG, along with any purchased Russian Armor and Gun type RGs (RG types "A" and "G") and the second purchased NKVD Militia Coy RG (if any), must apply a +3 DRM (cumulative) to their RG Strength DR (12.6221).

AFTERMATH: The fighting for the *Stalingrad-1* Rail Station on September 15th raged back and forth between the defending NKVD militia and the *Landsers* of the 191st Regiment, with the station and surrounding buildings changing hands 3-4 times. At days end the station was in German hands, and elements of the 13th Guards Division began to arrive to reinforce the battered NKVD troops. General Chuikov ordered the 1st Battalion, 42nd Guards Regiment to retake and hold the station. The reinforced 1st Battalion was commanded by Lt. Fedoseyev, and was comprised of the 1st Rifle Company (Senior Lt. Anton Dragan); the 2nd Rifle Company (Lt. Kravtsov); the 3rd Rifle Company (Junior Lt. Koleganov); the 1st SMG Company (Lt. Dergach); three anti-tank guns, anti-tank rifle and sapper detachments. That night Lt. Anton Dragan's Company approached from the south, surrounding the station building and taking it in close-quarter combat, after which it repelled German counterattacks from three directions. On September 16th, the first German attack by infantry and 12 self-propelled guns was stopped cold. A short time later the Germans pulverized the Rail Station with bombers and artillery, after which a second attack by 20 self-propelled guns and tommy gunners hit the Guards battalion, with the station and surrounding buildings again changing hands 3-4 times in fierce hand-to-hand fighting. As dusk approached, it found the Guards were still in control of the station. Towards evening the Germans moved to encircle the station, and fighting broke out near the rail-lines and the fountain. Later that it was discovered the Germans had penetrated behind the station and taken a building across the station square (dubbed the "Nail Factory" by scouts that found a large quantity of nails stored inside), where they were massing for an attack. To retake the Nail Factory, Lt. Dragan's 1st Company immediately counterattacked with support from Lt. Zavodun's Mortar Company. They recaptured the Nail Factory in hand-to-hand combat but were unable to clear out the adjacent buildings. The coming days saw relentless German attacks on the Rail Station and Nail Factory, and the station buildings continued to change hands. Lt. Dragan's Company had become depleted, so Lt. Koleganov's 3rd Company was sent to reinforce him, leaving only Lt. Kravtsov's 2nd Company to defend the Rail Station. The entire Guards battalion was surrounded on three sides, and on 21-22 September powerful German attacks succeeded in cutting off the battalion from the rest of the 13 Guards Division. On 23 September, after three attempts, Lt. Kravtsov's 2nd Company broke out from the Rail Station and reached the Nail Factory. After 10 days of savage close combat the Germans had finally secured the *Stalingrad-1* Rail Station, but at a horrible cost. The fighting in the Nail Factory would continue to dog the Germans for another 4 days.



12.52 **VotG Campaign Game II: Drive to the Volga** CG Days: 14-22 September, 1942

The German 6th Army had entrusted the LI Corps with the goal of attacking downtown Stalingrad and capturing the main ferry landing. This would not only deny the Russians their main river crossing into the city, but also cut the 62nd Army in half. Entering the city on September 14th, German *Infanterie* Divisions 71 and 295 were encountering light resistance in the housing settlements, but casualties increased as they approached the business district. Both divisions were understrength and the men tired from the rigorous summer campaign, but confidence was high and each division was well supported by assault guns, artillery, light FlaK and *Stukas*. General von Hartmann's 71st Division was leading the thrust to the Volga, and at 1200 hours Col. Roske's *Infanterie* Regiment 194 had reached the *Stalingrad-1* Rail Station, where it paused to regroup and bring forward heavy weapons. The rapid progress made by the 194th Regiment had far outstripped the advance of the 191st Regiment on its right flank, and the 518th Regiment was also lagging behind on the left. Col. Roske was warned about his exposed flank by General von Hartmann, but he was more concerned with continuing his forward momentum than the open flank. General Chuikov, commander of the Russian 62nd Army, was scrambling to organize a defense to shield the main ferry landing until the 13th Guards Division could arrive that night. All Chuikov had to block the German advance were two weak regiments and reserves of Col. Sarayev's 10th NKVD Division, along with the remnants of Maj. Khopka's 6th Tank Brigade and the composite regiment of the 399th Division (the remnants of which were attached to Col. Batrakov's 42nd Rifle Brigade). The NKVD units were lightly armed, and both the 399th composite Regiment and 6th Tank Brigade had been weakened by fighting on the outskirts of the city. The 62nd Army would be hard pressed to withstand the German assault, which after a brief respite, resumed at 1415 hours.

CGII VICTORY CONDITIONS: Providing all existing Ferry Landings (CG12) are friendly-Controlled/Interdicted and the Russians do not have a single Perimeter Loop (12.606) that contains both north and south map-edge hexes, the Germans win at the conclusion of any CG Day if the Russians Control ≤ 10 Stone Hexes on the map or at the end of the 22 September CG Day if all Stone Hexes west of Row J are German Controlled.

CGII SPECIAL RULES:

CGII-1 MISCELLANEOUS: Buildings F36, L38 and S39 are Historical Strongpoints (CG11.- 11.1).

CGII-2 RUSSIAN BONUS CPP:¹⁴ Once during the CG, on/after the night of 14 September (but prior to 17 September), the Russian receives a bonus of 10 additional CPP (12.618).

INITIAL SCENARIO VICTORY CONDITIONS: The Germans win at scenario end by amassing \geq twice as many CVP as

the Russians; *each* Ferry Landing the Germans Control or Interdict at scenario end is worth a bonus 10 CVP.

★ INITIAL RUSSIAN OB:

Elements of the 270th and 272nd Regiments, 10th NKVD Division [ELR:3] set up on/west of row L in hexes that are ≥ 2 hexes from all German setup/entry hexes (see German setup/entry restrictions; also see SSR II-4) [SAN:5]:

RG: NKVD Militia Coy x4 2-2-8 crew x 2 82* MTR x 2
Roadblock x 8 Fortified Building Locations x12
19 CPP 40 FPP

Elements of the 399th (composite) Regiment (attached to 42nd Rifle Brigade) and remnants of the 6th Tank Brigade set up in hexrows D-L in hexes that are on/south of the (Alternate) Hex Grain D42-I43-L42 (see SSR II-4):

RG: Rifle Coy RG: SMG Coy RG: T-34 M41 Pltn

Elements of the 62nd Army HQ Security Company and Staff, with supporting armor of the 133rd Heavy Tank Brigade enter on any friendly-Controlled south map-edge hexes on/after any turn in which the Russian has made a Reinforcement DR $<$ the current turn number:

RG: Guards SMG Pltn x 3 (see SSR II-4) 4-4-7 x 6 MMG x1
Commissar x? (see SSR II-4)
RG: KV-1 M42 Pltn x 2

✚ INITIAL GERMAN OB:

Elements of *Infanterie* Regiment 194 and Pioneer Bataillon 771, *Infanterie* Division 71 [ELR:4] and *StuG* Abteilung 244 set up in hexrows A-B in hexes that are numbered ≥ 20 and ≤ 40 [SAN:3]:

RG: Rifle Coy x 2 RG: HW Pltn
RG: *Stösstruppe* Pltn x 2 RG: *StuG* B Pltn
RG: Med Arty OBA RG: Pioneer Pltn x 2
RG: *StuG* G Pltn RG: Aerial Bombardment
RG: *Leichte* FlaK Pltn

Elements of *Batterie* III, *StuG* Abteilung 243 enter anywhere along the west map-edge on/after Turn 1:

RG: *StuG* B Pltn RG: *StuG* G Pltn

Elements of *Infanterie* Regiment 518, *Infanterie* Division 295 enter along the west edge anywhere on/between hexes A1-A20 on/after any turn in which the German has made a Reinforcement DR $<$ the current turn number:

RG: Rifle Coy RG: *Stösstruppe* Pltn

Elements of *Infanterie* Regiment 191, *Infanterie* Division 71 enter along the west edge anywhere on/between hexes A35-A50 on/after any turn in which the German has made a Reinforcement DR $<$ the current turn number:

RG: Rifle Coy RG: *Stösstruppe* Pltn

Elements of *Infanterie* Divisions 71 and 295 set up/enter as per Entry Code restrictions (12.6217) [EXC: also see SSR II-3]:

20 CPP 6 Support CPP



V

INITIAL SCENARIO SPECIAL RULES:

The following SSR apply only to the 14 September Initial Scenario of CG II and CG IV and their applicable RePh steps.

II-1 EC are Dry, with a Mild Breeze from the SW at start. Weather is Clear.

II-2 There is *no* Game End dr (CG4.) in the Initial Scenario [i.e., the Initial Scenario will last a *full* 8 turns].

II-3 The German may not purchase SAN increase. The only fortifications the German may purchase are additional “?”. No Field Phone may be selected by the Germans. No German RG may be purchased as Reserve (12.6214b). Reinforcing German RG enter on/after Turn 1 [EXC: RG with a Green Entry Code (12.6217) may only enter on/after any turn in which the German has made a Reinforcement dr < current turn number; any RG with a Dark Blue Entry Code (12.6217) wishing to enter on the west edge in hexes numbered ≥ 40 may do so only on/after any turn in which the German has made a Reinforcement DR < the current turn number].

II-4 Russian RGs purchased as Reserves, Gun Battery RGs and Russian Fortifications may set up east of Row L. Any Reinforcing Russian RG with a Yellow Entry Code (12.6217) may enter only on/after any turn in which the Russian has made a Reinforcement DR < current turn number. Note “@” on the Platoon Leader Table is NA when determining leaders (12.6225) for the three OB-given Guards SMG Pltn RGs. The Russian may make a DR on the NKVD Leader Table and add the Commissar(s) received to the OB of the “62nd Army HQ Security Company and Staff”, and the Russian may apply a -1 DRM to this DR. No leaders may be exchanged (A25.22) for Commissars. The Russian OB-given Rifle Coy RG must apply an additional +4 DRM (cumulative) to its RG Strength DR (12.6221).

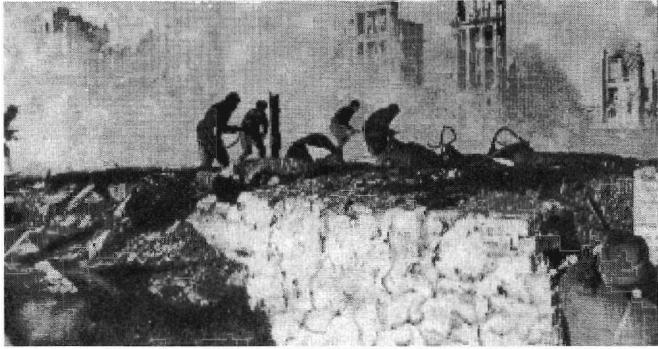
II-5 All map-edge hexes in the German setup/entry area(s) are considered German Controlled at start, all other hexes are Russian Controlled; both sides should place Control markers accordingly.

AFTERMATH: Col. Roske had decided to bypass the *Stalingrad-1* Rail Station building by attacking just to the north through the railyards. The attack, supported by Major Dr. Paul Gloger’s 244th StuG Abteilung and Capt. Waldemar Lutz’s Battery from the 245th StuG Abteilung (Major Zielesch CO), moved quickly through the railyards, after which it encountered the main Soviet defense in the stone buildings at the edge of the business district. In spite of resistance from mortars, artillery and dug-in tanks, the 194th Regiment broke through along *Kievskaya* and *Kurskaya* streets, reaching the bank of the Volga at 1515 hours. The Germans seized several tall buildings along the riverbank, and from the upper floors of the Brewery, State Bank and Specialists’ Houses they were machine-gunning the ferry landings, paralyzing the river traffic. The exhausted men of the 194th Regiment were finally halted by the resolute stand of Col. Sarayev’s NKVD troops, many of which were installed in fortified strongpoints under the command of political leaders. General Chuikov had also scraped together an emergency reserve consisting of his Army HQ Guard Company, HQ staff members and a battalion of tanks rushed up from the southern part of the city. He detailed a portion of the force to help block the German advance to the ferry landing, sending the other battlegroup to attack the Specialists’ House, which it attempted without success. To the north the 518th Regiment reached the Volga bank shortly after the 194th Regiment, seizing the L-Shaped House and Railwayman’s Houses. To the south Major Khopka’s 6th Tank Brigade held the rail crossing, in spite of being reduced to one immobile tank and 100 men. General von Hartmann ordered the 191st Regiment to close up and protect the flank of Roske’s regiment. As darkness approached General Rodimtsev’s 13th Guards Division began to cross the Volga, led by the 1st Battalion of Col. Yelin’s 42nd Regiment. The Guardsmen had to fight their way ashore, and at once began counterattacking the German positions, retaking the Brewery but not the Specialists’ Houses or the State Bank. That night saw the remainder of the 42nd and 34th Guards Regiments crossing the river, with two battalions of

Yelin’s regiment (2/42GR and 3/42GR) sent to reinforce the *Mamayev Kurgan*, and one battalion (3/34GR) sent to Chuikov’s HQ as a reserve. On September 15th the focus of the fighting shifted to the *Stalingrad-1* Rail Station, with the station changing hands 3-4 times during the day, but remaining in Russian hands after a counterattack that night by elements of the 1/42 Guards Regiment. The 34th Guards Regiment supported by tanks attacked the Specialists’ Houses, but were unable to evict the Germans, who continued to machine-gun the ferry landings. The night of 15-16 September saw the 39th Guards Regiment cross the Volga, and it was sent to *Mamayev Kurgan* to relieve Col. Yelin’s 42nd Guards Regiment, which itself was sent to reinforce the downtown defenses. The next day would see terrible fighting rage back and forth for the Rail Station, and the Germans twice attacked it with large numbers of self-propelled guns, as well as *Stukas*. In the city the Russians made the Germans fight for every pile of rubble and burnt-out building. By day the *Lutwaffe* ruled the skies, and *Stukas* would swoop down and pulverize any Russians that showed themselves, making movement in daylight very risky. At night old Soviet PO-2 biplanes manned by female pilots dubbed the “Night Witches” would harass the enemy positions, and Russian counterattacks gave the German *Landsers* no rest. The 13th Guards Division was attacking the exposed salient of Roske’s 194th Regiment, which precariously bulged towards the Volga, trying to isolate it. The 191st Regiment was locked in a bitter struggle with the 1/42nd Guards Regiment for control of the Rail Station and the “Nail Factory”, and had surrounded the Guards battalion on three sides. The 518th Regiment of Infanterie Division 295 was battling the 34th Guards Regiment from 9th January Square northwards, and was also protecting the 194th Regiment’s north flank. The 34th and 42nd Guards Regiments were becoming decimated by the heavy fighting, and on September 19th Chuikov ordered the 39th Guards Regiment, which had been fighting on *Mamayev Kurgan* since the 16th, returned to Rodimtsev’s control. As the 39th Guards tried to shift into the city it was pinned down by incessant *Stuka* attacks, delaying its arrival. The German 71st and 295th Divisions had also suffered heavy losses, but were determined to overrun the 13th Guards and capture the main ferry landing. On September 20th, the Germans began a buildup, reinforcing the 191st Regiment with its detached II. Bataillon, as well as moving up the 211th Regiment and 171st *Aufklärungs* Abteilung, all which had been busy clearing out the Tsaritsa Gully up to September 19th. On September 21st, the German attack struck the positions of the 13th Guards with tremendous force, smashing in the left wing of the 42nd Guards Regiment, leaving the 1st Battalion surrounded. At the same time a group of German tommy gunners broke through along *Moskovskaya* street, reaching the Volga near the ferry landing and isolating the 42nd and 92nd Brigades to the south straddling the Tsaritsa River. Further north an attack by the 518th Regiment broke through along *Tambovskaya* street, reaching *Naberezhnaya* street near the Volga bank and exposing Rodimtsev’s HQ to fire. The 1/42nd Guards Regiment HQ was forced to vacate the Univermag building on Red Square and the battalion was now fighting in small pockets at the Rail Station, Nail Factory, and a strongpoint on the corner of *Krasnopeterskaya* and *Komsomolskaya* streets. On September 22nd, the powerful German assault continued, and finally after nine days of savage street fighting and horrific losses, von Hartmann’s Infanterie Division 71 had captured the main ferry landing, forcing the Russians to withdraw slightly to the north of it. The 1/42 Guards Regiment would finally relinquish control of the Rail Station on September 23rd, but the other trapped elements continued to resist right up until September 27th.



12.53

**12.53** **VotG Campaign Game III: Battle Along the Riverbank****CG Days: 23-27 September, 1942**

The German attack of 21-22 September left Rodimtsev's 13th Guards Division in a very precarious position. Infanterie Division 71 had captured the main ferry landing and isolated the 42nd and 92nd Brigades south of the Tsaritsa River; they had also encircled the remnants of the 1/42 Guards Regiment in several small pockets, at the *Stalingrad-1* Rail Station, the Nail Factory and another strongpoint just east of Red Square. The few remaining elements of the 272nd NKVD Regiment were also surrounded in the park just to the south of the Rail Station. The left wing of the 13th Guards Division had been shattered, and the remaining units had withdrawn slightly to the north of the main ferry landing. The 13th Guards now occupied a thin stretch of land along the riverbank, and its regiments had suffered heavy losses. There was now a real danger that the assault troops of Infanterie Division 71 would drive northward and force the 13th Guards away from the shoreline and isolate it from the remainder of the 62nd Army. To prevent a collapse of the 13th Guards, General Chuikov decided to utilize elements of the newly arrived 284th "Siberian" Rifle Division to bolster their positions and conduct a counter-attack. Chuikov ordered Col. Batyuk, the commander of the 284th Division, to thrust south along the Volga shore, recapture the main ferry landing and re-establish contact with the cutoff 42nd and 92nd Brigades. He also ordered the 685th Regiment of Smekhotvorov's 193rd Rifle Division to begin crossing the Volga and reinforce Rodimtsev's Division. The attack by the 284th Division began at 1000 hours on the morning of September 23rd, and as Batyuk's Siberians pushed southward along the shore they ran headlong into the German assault as it began its drive northward along the bank of the Volga.

CGIII VICTORY CONDITIONS: The Germans win at the conclusion of any CG Day if the Russians Control ≤ 10 Stone Hexes or at the end of the 27 September CG Day if the Russians Control ≤ 70 Stone hexes [EXC: *the Russian wins at the end of any CG Day if he has a single Perimeter loop (12.606) that contains both north and south map-edge hexes*]. Each non-stone, non-river map-edge hex counts as one Stone Hex and each Ferry Landing counts as five Stone Hexes.

CGIII SPECIAL RULES:

CGIII-1 MISCELLANEOUS: Buildings F36, L38 and FF43 are Historical Strongpoints (CG11-11.1). Building FF43 contains a Cellar Location (8.).

INITIAL SCENARIO VICTORY CONDITIONS: The Germans win at scenario end by amassing more VP than the Russians. Each side receives one VP for each Stone Hex that it currently Controls that was Controlled by the opponent at scenario start; each Ferry Landing counts as five Stone Hexes.

**INITIAL RUSSIAN OB:**

Elements of the 13th Guards Rifle Division and 284th "Siberian" Rifle Division [ELR:3] set up on/east of the Russian Perimeter (see SSR III-3); also see SSR III-5: [SAN:5]

RG: Guards Rifle Coy x 2

RG: Storm Group Pltn x 2

RG: Guards SMG Pltn x 2

RG: Rifle Coy x 2

RG: HW Pltn

RG: AT Battery

Fortified Building Location x 12

16 CPP

160 FPP

H.Q. Staff and remnants of the 272nd NKVD Regiment set up in rows D-I in hexes that are on/south of the Alternate Hex Grain D46-I47; units in suitable terrain may setup entrenched (see SSR III-4 and III-5):

RG: NKVD Militia Coy

ATR

LMG

6-2-8 (NKVD) x 3

10-0

8+1

Remnants of the 1st Battalion, 42nd Guards Regiment set up in buildings F36, L38 and FF43 with ≥ 4 MMC and ≥ 1 SMC in each building (see SSR III-3 and III-4):

RG: Guards Rifle Coy

2-2-8 x 3

MOL-P

RG: Guards SMG Pltn

10-2

9-2

**INITIAL GERMAN OB:**

Elements of Infanterie Divisions 71 and 295 [ELR:4], and elements of StuG Abteilung 244 and 245 setup ≥ 2 hexes from the Russian Perimeter (see SSR III-3) [EXC: *the German may setup adjacent to the Russian perimeter if in a building or rubble hex*] and ≥ 2 hexes from the Russian Pockets (see Russian setup restrictions); also see SSR III-5: [SAN:3]

RG: Rifle Coy x 5

RG: HW Pltn

19 CPP

RG: Stösstruppe Pltn x 5

RG: StuG B Pltn

6 Support CPP

RG: Pionier Pltn x 4

RG: StuG G Pltn

FPP x 120

INITIAL SCENARIO SPECIAL RULES:

The following SSR apply only to the 23 September Initial Scenario of CGIII and their applicable RePh steps.

III-1 EC are Dry, with no wind at start. Weather is Clear.

III-2 The Initial Scenario is a Dual-Attack Scenario (12.6253). Players should make the appropriate dr to determine which side sets up first and which side moves first (12.6253; 12.627).

III-3 The Russian Perimeter for the start of the Initial Scenario is defined as (alternate) Hex Grains V0-V2-Q5-V11-V20-BB17-EE19-FF20-FF27-II27-LL28. All hexes (including all map-edge hexes and Shore hexes) on/east of the Russian Perimeter are Russian Controlled at start, as are hexes within the four Pockets (see SSR III.4). The German Perimeter consists of all hexes within their setup area (see German setup restrictions). Hexes that are outside both Perimeters are No Man's Land hexes (12.6061). Each side should place friendly Perimeter and map-edge markers as appropriate (12.606; 12.6062-.6063).

III-4 The four Russian setup areas that are outside the Russian Perimeter are Pockets (12.6066-12.6068) and thus are Isolated, and all units therein begin under the effects of Ammo Shortage (A19.131).

III-5 The NKVD Militia Coy RG must apply an additional +4 DRM (cumulative) to its RG Strength DR (12.6221); all other OB-given Russian and German RGs [EXC: *Russian Rifle Coy RG*] must add an additional +2 DRM (cumulative) to their RG Strength DR.



V

AFTERMATH: The attacking Russian and German units engaged in bitter close-quarter combat amongst the rubble, debris and burnt-out buildings. The Russians were unsuccessful in their attempt to breakthrough to the beleaguered 42nd and 92nd Brigades, and they also failed to recapture the main ferry landing. The German northward thrust was stopped however, in spite of being well supported by *Stukas* and *Sturmgeschütz*. Towards evening on September 23rd, the 3000 men of the 685th Rifle Regiment began to cross the Volga, during which their commanding officer was wounded, being replaced by Lt. Colonel Dragaitsev. The 685th Regiment was to remain attached to the 13th Guards Division for the next five days, after which it rejoined the rest of the 193rd Division in the Red Oktober Settlement (except for one battalion which remained behind with Rodimtsev's Division). The Russians were able to bring the reinforcements across directly to Rodimtsev via a ferry landing that was still operating just behind the front lines, to the north of the old central landing stage. Both sides resumed their assaults on September 24th, with much the same results as the previous day. Bolstered by the reinforcements, the 13th Guards Division was able to fend off the German attacks, but once again failed in its attempts to breakthrough to the south. The 62nd Army had only intermittent contact with the cutoff 42nd and 92nd Brigades, as well as Maj. Kuznetsov's 272nd NKVD Regiment. For days nothing had been heard from the 1/42 Guards Regiment, and Rodimtsev's HQ assumed they had been destroyed near Red Square, when actually they were still fighting in the Rail Station up until September 23rd, and in the Nail Factory until September 27th. The intensity of the fighting began to lessen on September 25th, mainly due to losses and exhaustion. The German 6th Army had begun to shift units northward to *Mamayev Kurgan* and the factory district, and this would include the assault gun detachments that had been assisting the 71st and 295th Divisions. Chuikov also decided to rearrange the units of the 62nd Army on the 25th, with the 284th Division taking over defensive positions to the north of the Krutoy Gully. The Germans nonetheless continued their offensive in central Stalingrad, with Col. Barnbeck's 211th Regiment and Col. Schmidt's 191st Regiment continuing to clear out nests of resistance in the city and along the riverbank. On September 27th von Hartmann's Infanterie Division 71 finally secured the Volga bank along the entire divisional front, from just east of the State Bank southwards towards the Tsaritsa. To the south of the Tsaritsa the defense of the 42nd and 92nd Brigades finally collapsed under pressure from Infanterie Division 94, and the remnants were withdrawn across the Volga on September 27th. Also on September 27th, Lt. Fedoseyev and the remnants of the 1/42 Guards Regiment trapped in the Nail Factory finally perished. Surprisingly, Lt. Dragan and five survivors of the 1/42 Guards Regiment (who had been fighting in the strongpoint on the corner of *Krasnopeterskaya* and *Komsomolskaya* streets) made good their escape across the Volga on the night of September 26th, and the remnants of the 272nd NKVD Regiment also managed to break out and escape to the Volga bank. Near 9th January Square, the 34th and 39th Guards Regiments halted the German advance, preventing the 13th Guards Division from being severed in half. With the focus of the fighting in Stalingrad shifting northward to the factories, the struggle in the downtown ruins would gradually quiet into a stalemate, with only an occasional flare-up of fighting. In spite of the heavy casualties it suffered, Rodimtsev's 13th Guards Division would never relinquish its tenuous hold along the banks of the Volga, while von Hartmann's Infanterie Division 71 was *hors de combat* due to the tremendous losses it sustained, and the fighting capability of Infanterie Division 295 was significantly diminished. More important, the sacrifices made by the 13th Guards and other units in the defense of central Stalingrad came at a critical juncture, as a rapid German conquest of the downtown district and the ferry landing would most likely have doomed the 62nd Army.



12.54 **VotG Campaign Game IV: Savage Streets of Stalingrad**

CG Days: 14 September - 27 September, 1942

CG IV combines CG II and CG III into one large campaign game.

CGIV VICTORY CONDITIONS: Providing the Russians do not have a single Perimeter Loop (12.606) that contains both north and south map-edge hexes, the Germans win at the conclusion of any CG Day if the Russians Control ≤ 70 Stone Building/Stone Rubble hexes on the map and all existing Ferry Landings (CG12) are friendly-Controlled/ Interdicted.

CGIV SPECIAL RULES:

CGIV-1 MISCELLANEOUS: Buildings F36, L38, S39 and FF43 are Historical Strongpoints (CG11.-11.1). Building FF43 contains a Cellular Location (V8).

CGIV-2 RUSSIAN BONUS CPP:¹⁴ Once during the CG, on/after the night of 14 September (but prior to 17 September), the Russian receives a bonus of 10 additional CPP (12.618).

All Initial Scenario parameters are as per CG II, Drive to the Volga (12.52).

12.6 REFIT PHASE (RePh): The following steps (12.6-12.627) are performed simultaneously by each side during the RePh, which occurs between CG scenarios. Each step (and sub-step) must be carried out in the numbered/lettered order given; those not applicable to the current situation may be omitted (e.g., if there are no blazes on the map, skip RePh step 12.610). Those steps listed below preceded by an "*" are performed repeatedly until a new CG scenario is generated in RePh step 12.625; those preceded by a "#" are performed only if a CG scenario is to be played on the current CG Day. Those preceded by a "+" are the only steps necessary to complete before playing a CG Initial Scenario. Those steps preceded by a "‡" are *not* performed before playing a Russian Counterattack Scenario [EXC: only portions of step 12.615 are omitted; see 12.6253].

RePh Sequence

- 12.601 Conclusion of Melee
- 12.602 Ferry Landing Interdiction
- 12.603 Marker Removal
- 12.604 Victory Determination & Rally
- 12.605 Encirclement & Minefields
- 12.606 Perimeter Determination
- 12.607 Isolation



12.6

- 12.608 Clearing the Map
- 12.609 Prisoners
- 12.610 Extinguishing Blazes
- 12.611 Wounded Leaders
- 12.612 Battle Hardening & Promotion
- 12.613 Russian Counterattack Declaration
- ‡* 12.614 New CG Day & SAN Adjustment
- ‡* 12.615 Equipment Repair & Replenishment
- * 12.616 Armor Redeployment
- * 12.617 Fortification Removal
- * 12.618 CPP Replenishment
- ‡* 12.619 ELR Loss/Gain
- ‡* 12.620 Weather & EC Determination
- †* 12.621 Purchasing Reinforcement Groups
- †* 12.622 RG Strength, Weapons & Leaders
- †* 12.623 Purchasing Fortifications
- †* 12.624 Reconnaissance
- * 12.625 Initiative Determination
- †# 12.626 Wind & Unit Setup
- †# 12.627 Scenario Commencement

H-to-H
MELEE
(Red CC#)

12.601 CONCLUSION OF MELEE: First, each unit currently on a Climb marker must be placed in either the Location it was attempting to reach or the Location it left when it began to climb, at the owner's choice. If the Location the unit is placed in contains enemy unit(s) mark them all with a Melee (*not* CC) marker.

12.6011 ORDER OF RESOLUTION: Resolve all Melees in alphanumeric sequence (e.g. A1, then B16, then B35, then C19, etc.).

12.602 FERRY LANDING INTERDICTION: The German player may now determine which Ferry Landing(s) are Interdicted (CG12.1-.12). Any German Unit designated as Interdicting is now marked with a TI counter; the TI counter is not removed until the start of the next CG scenario (12.6264).

12.603 MARKER REMOVAL: All markers/counters listed below are removed from the map at this time:

- a) FFE, SR and Barrage counters;
- b) SMOKE;
- c) Acquired Target counters;
- d) Radios and Field Phone;
- e) DM, Disrupted, Fanatic, Beserk, Wall Advantage and Hulldown (HD), Dummy Stacks and Dummy Cloaking counters;
- f) CX, Motion, CE, BU, Stun;
- g) All still hidden/Cloaked units and Equipment are placed on-map concealed in their setup location [*EXC: hidden Set DC (12.623) may remain Hidden until step 12.6083*]. Still-hidden Fortifications need not be revealed at this time.
- h) Sewer counters, each unit/SW beneath such is Retained;
- i) Snipers;

12.604 VICTORY DETERMINATION & RALLY

12.6041 CG SCENARIO VICTORY DETERMINATION: The winner of the just-completed CG scenario is now determined (12.6255; see 12.51-.54 for Initial Scenario Victory Conditions). A Location Controlled solely as a result of a fire deliberately set by the opponent (as per A26.16) does not count towards scenario

Victory Conditions. Units/Equipment Eliminated in the RePh after this step (12.6041) never count for CG scenario Victory Determination nor for MMC Battle Hardening DRM (12.6123), but can be used for CPP DRM determination purposes (12.618).

12.6042 RALLY: After the scenario victor is determined, all currently broken units of both sides automatically rally, even if Disrupted. No DR are made. All Passengers/Riders are unloaded into their Vehicle's Location (a unit unloading into an A-P minefield is not immediately attacked, but 12.6052 will apply).

12.605 ENCIRCLEMENT & MINEFIELDS



12.6051 ENCIRCLEMENT: Each Encircled unit [*EXC: prisoner*] must take a 1TC (leader DRM apply). Failure of the 1TC results in the unit's immediate Elimination [*EXC: the Encircled Vulnerable PRC of an Immobile AFV are Eliminated, leaving the AFV Immobile and Abandoned*]. Each prisoner that an Eliminated Encircled unit was Guarding must if possible be claimed by another unit in that Location friendly to the Eliminated unit. If the prisoner is not claimed, it may automatically possess any Equipment dropped by its Eliminated Guard and is considered Rearmed (A20.551). Otherwise, any Equipment that an Eliminated Encircled unit possessed is left in the Location unpossessed. Each Encircled unit that passes its 1TC remains in its present Location (Encircled markers are not removed until step 12.6074).



12.6052 MINEFIELDS: A Mobile AFV in any type of minefield undergoes the appropriate type(s) of mine attack(s), fully resolved in the normal manner, as if attempting to exit the minefield Location. Each Infantry unit in an A-P minefield hex (including a crew that just disembarked as a result of a minefield attack) must take a NTC ([non-armor] leader DRM apply); failure of the TC causes Casualty Reduction. [*EXC to both: A unit theoretically (even via Sewer Movement) able to exit the minefield hex without being attacked by the mines and without having to enter a minefield/enemy-Controlled hex need not take the NTC.*] In all cases, each surviving unit remains in its respective Location in that minefield hex until removed in RePh step 12.608.

12.606 PERIMETER DETERMINATION: The Front Line between the Germans and Russians is now determined. In general, *each side* attempts to draw a closed "loop" (or "loops") of adjacent Locations around a section of the map by marking out connecting (Alternate [as shown in the E12.11 diagrams]) Hex Grains. The section thusly enclosed is the Perimeter Area. When fully completed (at the end of step 12.6076), the Perimeter Area must contain every friendly unit, and as many Locations within its Perimeter Area as it is able to, without violating any rule. If the "loop" is determined properly, each side will be able to start at any Front Line Location and, by moving only into an adjacent Front Line Location, and never re-entering the same Front Line Location, eventually end up back at that starting Front Line Location.

12.6061 NO MAN'S LAND: Since each side is marking a Perimeter, there will often be sections of the map outside of both Perimeter Areas and sections where the two Areas overlap. Hexes outside of both Perimeter Areas are No Man's Land, as are hexes *within* both Perimeters that contain no units; 12.6072. The overlapping Areas containing units are Isolated Areas. *A Strategic Location can never be a No Man's Land Location, as one side will always Control it.*



12.6062 CONTROL MARKERS: each side may (at any time during/after a CG scenario) place a friendly Location Control marker in a *Strategic Location* that it currently Controls (or is awarded Control of, as per A26.16), if that Location's Control might affect victory determi-



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nation or the alignment of either Perimeter. The Control marker must be removed (or flipped over) if the Controlling side loses Control of that Location. Note that non-Strategic Locations may still be Controlled (as per A26.11-.12) but never receive a Control marker.

12.6063 MAP-EDGE MARKERS: First, a Perimeter marker is placed in each friendly-Controlled non-Water-Obstacle map-edge hex that is adjacent to an enemy-Controlled map-edge hex. Each such marker is then pointed towards another friendly Perimeter marker along a map-edge (Alternate) Hex Grain that is devoid of enemy-Controlled hexes [EXC: *If a map-edge hex is adjacent to two enemy-Controlled map-edge hexes, place a single marker in that hex, facing off the map*]. This map-edge (Alternate) Hex Grain may even go “around the corner(s)”, and along Shore Hexes, of the map if necessary (and therefore change from a normal to an Alternate Hex grain, or vice-versa). Since the Control of map-edge Locations are especially important, players are urged to leave the map-edge Perimeter markers on the map during play (whereas others, at the player’s discretion, may be removed after setup). Note that map-edge Perimeter markers usually occur in pairs, pointing towards each other.



12.6064 PERIMETER MARKERS: Each side now places Perimeter markers, one at a time, in ground-level Locations that contain a friendly Infantry-MMC/Control marker; it makes no difference which side places first, or if both sides place simultaneously. As each Perimeter marker is placed, it must be pointed towards a Location containing another friendly Perimeter marker, along a(n) (Alternate; E12.11) Hex Grain that is devoid of ground level non-SMC enemy units/Control markers. In addition, the new (Alternate) Hex Grain may not overlap another friendly (Alternate) Hex Grain (even on the map-edge) [EXC: *in a hex already containing a friendly Perimeter marker*]. The placement of Perimeter markers must continue in this manner until each side has formed a closed “loop” of connecting (Alternate) Hex Grains (including map-edge [Alternate] Hex Grains) which that side is satisfied encloses the largest Perimeter Area legally possible (though at this point not always encompassing every friendly unit). It is possible to have \geq one such closed “loop” in this manner. The markers placed in this step “build on” the map-edge markers placed in the previous step.

12.6065 READJUSTMENT: Each side is free to remove or readjust its previously-placed Perimeter markers until it is satisfied with its Perimeter, as long as all of the markers are legally positioned. A side may even start over, but it must begin again with step 12.6063.

12.6066 POCKETS: Each friendly unit still outside its Perimeter Area is in a Pocket [EXC: *SMC alone cannot create a Pocket; see 12.6067*]. See 12.6067 if the unit is not at ground level. In order to enclose a ground level unit(s) within a Pocket, two (if possible) Perimeter markers are placed simultaneously in hexes that contain such a friendly non-SMC unit/Control marker. The two markers are pointed towards each other along a(n) Alternate Hex Grain that is devoid of ground-level non-SMC enemy units/Control markers. After the two markers are thusly positioned, additional Perimeter markers may (if possible) be placed (as per 12.6064) in order to expand the Pocket and enclose other friendly unit(s). However, a Pocket can never include any Location that was enclosed in the friendly Perimeter Area during step 12.6064, nor any map-edge hex (if the latter should happen, see 12.6068). If a Pocket consists of only one hex, no Perimeter marker is needed since the units enclosed will remain on-map and must set up in that hex for the next scenario [EXC: *Escape; 12.6073*]. All Pockets are Isolated Areas and part of the friendly Perimeter Area, even though physically separate from the main Perimeter Area.

12.6067 NON-GROUND-LEVEL POCKETS: Upper level, as well as Cellar (V8), building Locations can also form a Pocket if a MMC present in such a Location cannot reach the ground level of that building hex except via enemy-Controlled Location(s). Such a Pocket is not indicated by Perimeter marker(s) since those markers are always placed on ground level; therefore, this type of Pocket is best recorded by direct notation on a photocopy of the reduced-size VotG mapsheet (the appropriate circled level-number should suffice). All upper-level/RB-Cellar Pocket Locations (whether enemy-or friendly-Controlled) ADJACENT to another such Pocket Location in the same building constitute one Pocket, distinct from other possible Isolated Areas within that building or in adjacent hexes outside that building.

12.6068 If the process of expanding a Pocket adds a map-edge hex to a Pocket, that section of the Perimeter Area ceases to be a Pocket and is considered to be a “normal” section of the Perimeter Area (i.e., as if it had been marked out in step 12.6064) [EXC: *A Russian Perimeter Area that contains south map-edge hexes but no north map-edge hex(es) nor non-interdicted Ferry Landing(s) is considered Isolated. Russian units that exit off the south map-edge in hexes that are not part of a non-isolated Russian Perimeter Area are eliminated*]. The Isolated status of any Location within that section does not change.

12.6069 At this point, each side gains Control of all non-Isolated Locations within their Perimeter Area and removes all enemy Control markers from such Locations. Each friendly SMC that is still outside of the friendly Perimeter Area is Eliminated. Each Location of an Isolated Area maintains its present Control status; all No Man’s Land hexes become un-Controlled.

12.607 ISOLATION: Isolated Areas are of four types (A-D), based on the units enclosed therein:

- A) No unit(s);
- B) Only SMC of one or both sides;
- C) MMC/vehicle(s) of one side;*
- D) MMC/vehicle(s) of both sides.*

* The presence of SMC (of either side) does not alter the classification.

12.6071 EFFECT ON UNITS: In a type B Isolated Area each enclosed SMC must attempt to Escape (12.6073) [EXC: *if TI*]. In a type C Isolated Area each enemy SMC must attempt to Escape. In a type C/D Isolated Area each unit/Weapon enclosed begins the next scenario with Ammunition Shortage (A19.131) [EXC: *Escaped (12.6073); Eliminated (12.6104-.6105, 12.6152 and 12.6154-.6156)*]. The ID of some may need to be recorded to distinguish them from others not suffering the same penalties. See 12.6262 for setup restrictions in Isolated Areas.

12.6072 EFFECT ON HEX CONTROL: Each type A, and each type B, Isolated Area becomes No Man’s Land. [EXC: *If all of the Controlled Locations (i.e., ignoring No Man’s Land) ADJACENT to a type A or B Pocket (only) are Controlled by one side, all Locations of that Area become non-isolated and pass to the Control of that side. If this occurs, the enemy Front Line Locations that delineated the Pocket are no longer considered perimeter Locations for that side.*] Each Location of a type C Isolated Area is Controlled by the occupying side. Each type D Isolated Area has some Locations Controlled by each side.

12.6073 ESCAPE FROM ISOLATION: Any mobile, non-TI unit in an Isolated Location may attempt to Escape by making a DR on the Escape Table. If more than one Infantry unit in the same Location wish to Escape, they may combine themselves into one or more stacks. Each stack then makes its own Escape DR. One German squad stacked with each leader may freely Deploy. Any SW/Gun may be dropped or transferred/dismantled-(if



12.6073

possible) prior to its possessor's Escape attempt. Guns cannot accompany an escaping unit [EXC: if dm].

ESCAPE TABLE

Final DR ¹	Infantry	AFV
≤ 8	Escapes ¹	Escapes
9	Escapes; Replaced ^{2,3}	Escapes
10	Escapes; Casualty Reduced ³	Abandoned; ⁴ Crew Escapes
11	Escapes; Replaced then Casualty Reduced ^{2,3}	Abandoned; ⁴ Crew Eliminated
≥ 12	Eliminated	Eliminated ⁴ ; (CS NA)

- ¹ Original 2 DR always results in Escape and Heat of Battle(A15.); however a subsequent result of Berserk or Surrender Eliminates the unit(s).
- ² A unit that would become Disrupted is Eliminated instead.
- ³ Use Random Selection for a stack.
- ⁴ In current hex and facing.

DRM:

- +x (Armor-)Leader/Heroic DRM (NA to lone SMC).
- 1 If Russian.*
- 1 If lone, unwounded SMC.
- 1 If ≤ 2 hexes from a friendly-Controlled, non-Isolated hex.
- 1 If adjacent to Friendly-Controlled, non-Isolated hex.
- +1 Per HS equivalency ≥ 1 HS using the same Escape DR.*
- +1 Per PP ≥ IPC being carried (unit with most excess PP determines this DRM).
- +2 If Encircled.*
- +2 Captured AFV.

* NA to AFV.

12.6074 ESCAPE RESULTS: If a unit survives the Escape attempt it and each SW portaged by it are Retained. An original DR of 2 results in Escape and Heat of Battle; use Random Selection to determine the unit(s) affected if a stack is involved. [EXC: Any result other than Hero-Creation/Battle-Hardening results in the selected unit(s) Elimination.] All Encircled markers are now removed.

12.6075 If the escape of a unit(s) changes the type of an Isolated Area, 12.6071-.6072 must be consulted again to determine the effects on remaining unit(s) and hex Control.

12.6076 DRAWING THE PERIMETER: The Perimeter determination procedure is now complete. Both sides should now record their Perimeter on a photocopy of the reduced-size VotG map (e.g., both sides draw their Perimeter on the same photocopy using a different colored marker for each Perimeter drawn). Mark each *hexside* that a friendly Front-Line Location shares with a No Man's land or non-Isolated, enemy-Controlled Location. This procedure converts the connecting (Alternate) Hex Grains into amore understandable form on the reduced-size map. The type (A, B, C, D) of an Isolated Area should also be recorded.

12.608 CLEARING THE MAP: Each player now removes all remaining non-Isolated, non-TI (12.602) units/Equipment from friendly-Controlled Locations and places them in their proper box on his copy of the Chapter V divider (12.15) [EXC: A Gun/AFV in either a Fortified Building Location or Pillbox (SSR CG5; 12.4) and Immobile vehicles are left on map].

12.6081 ISOLATED AREAS: Units/Equipment in Isolated Areas are not cleared from the map, and each must be left on the map in its current Location.



12.6082 RETAINED EQUIPMENT & SCROUNGING: All removed items, as well as all equipment left on-map, are considered Retained by the side Controlling its Location [EXC: hidden Set DC; see 12.6083]. Each such item may be Eliminated [EXC: an AFV becomes a Wreck or Burnt-Out-Wreck] if its Retainer wishes to do so, after any desired Scrounging attempt (D10.5).



12.6083 HIDDEN FORTIFICATIONS: Each still-hidden Fortification, including all Fortified Building Locations and tunnel entrance/exits in Locations currently Controlled by its purchaser's opponent, is placed on-map [EXC: A tunnel is revealed only if both its entrance and exit Locations are currently enemy-Controlled]. Each minefield in such a Location is revealed by placement of a Known Minefield counter (i.e., one which indicates the presence but not the strength/type of the minefield). The minefield's strength/type need not be revealed. Each on-map Fortification (i.e., from previous CG scenarios) is Controlled by the side Controlling its Location, regardless which side Controlled it previously. A friendly-set, hidden Set-DC in a friendly-Controlled Location may remain hidden or be "removed" and Retained; if in an enemy-Controlled Location it is now Eliminated instead.



12.609 PRISONERS: Each prisoner Guarded by a non-Isolated unit is Eliminated. An Isolated Guard may retain possession of his prisoner(s) (though the latter may be freely transferred to another friendly unit in the same Isolated Area), execute them, or free them. If executed, Massacre (A20.4) will be in effect during the next CG scenario. If freed, a prisoner is automatically Retained by the side friendly to it. An unarmed MMC is Replaced by a friendly Conscript MMC of the same size; a freed SMC is Replaced by its original SMC type.



12.610 EXTINGUISHING BLAZES: Each Location currently marked with a Blaze (not Flame) counter is considered fully consumed by the fire. Players must remove each Blaze counter and make the appropriate terrain alterations when performing the following substeps (12.6101-.6108).



12.6101 BURNING WRECK: Each Burning Wreck (including a burning armored cupola; D9.5) has its Blaze marker transferred to the Burnable Terrain (if any) in its Location (one of the following sub-steps will apply to the newly created terrain Blaze); otherwise, that Blaze marker is removed. The Wreck itself is replaced with a Burnt-Out-Wreck counter [EXC: an armored cupola that was burning is removed].

12.6102 BRUSH, ORCHARD, WOODEN RUBBLE: Place a Shellhole counter in the Location; the other previous terrain no longer exists.

12.6103 STONE RUBBLE: The stone rubble still exists, and the Location may catch Fire again in later scenarios.

12.6104 NON-FACTORY BUILDING: For each non-Factory stone building that has at least one Blaze in any of its Locations, a dr must be made on the Non-Factory Building Table to determine whether the building will become Guttred (7.) or rubbled. Each non-Factory wooden building that has at least one Blaze in any of its Locations has wooden rubble placed in all ground-level Locations. Each Isolated unit/Equipment that would have been confined to setting up again in that building is Eliminated, and those formerly Isolated building/rubble hexes become Controlled by the opponent.



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NON-FACTORY BUILDING TABLE

Final dr	Result:
≤ 4	Building becomes a Guttred Building (7.).
≥ 5	Building is rubbled; place a Rubble counter in all ground-level Locations of the building; this rubble may catch Fire again in later scenarios.

drm:

+2	Building is a single-hex building.
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12.6105 FACTORY BUILDING: A Factory is not reduced to rubble; rather, place a Guttred marker in any hex of it (O5.5). Each Isolated unit/Equipment that would have been confined to setting up again in that Factory is Eliminated, and those formerly Isolated Factory hexes become Controlled by the opponent.

12.6106 RAILCARS: Place a Guttred marker (4.8) in the Location.



12.6107 FLAME SPREAD: Each Flame is now flipped over to its Blaze side [EXC: Each Flame in a now-Guttred non-rubble Factory/non-Factory building Location is removed], and another Blaze counter is also placed in each Burnable Terrain hex that is adjacent to it and does not currently contain a Blaze/Flame counter. All such Blazes will be in effect at the start of the next CG scenario and are assumed to occupy all existing Burnable Terrain levels in those hexes. Each Isolated unit/item of Equipment confined to setting up in a Location now containing a Blaze is Eliminated (replace an AFV with a Burnt Out Wreck).

12.6108 FORTIFICATIONS: Each Fortification/item of Equipment (including a Fortified Building Location) in a non-Factory terrain Blaze Location (including a building just converted to rubble as per 12.6104) is Eliminated [EXC: Entrenchment and pillbox, though all Equipment therein is Eliminated]. Each item of Equipment (but no Fortification) in a newly-Guttred Factory/non-Factory building (12.6104-.6105) is Eliminated.

12.611 WOUNDED LEADERS: Each side makes a dr for each currently Wounded leader. On a Final dr ≤ 2 the leader is Retained in his wounded state. On a Final dr ≥ 3 the leader is considered to have sustained wounds serious enough to require his evacuation (or, if Isolated, to have died of his wounds) and is Eliminated. There is a +1 drm if the leader is confined to setting up in an Isolated Area.

12.612 BATTLE HARDENING & PROMOTION



12.6121 LIGHT MORTAR SW TEAM: Each side may Retain ≤ one HS for each light mortar currently Retained in its OB. Such HS are exempt from Recombining (12.6122); also see Russian RG Chart note "x".

12.6122 RECOMBINING: All Retained same-class HS [EXC: Light Mortar SW Team; 12.6121] with the same strength Factors must now Recombine (A1.32) so that no more than one of each HS type is Retained. [EXC: Isolated HS may only Recombine with other Isolated HS of the correct type allowed to set up in the same Isolated Location(s); 12.6262.]



12.6123 HEROES & MMC: On each side, each Retained Hero [EXC: heroic leader; 12.6124] is Eliminated; however, each such Elimination enables that side to Battle

Harden one MMC of the owner's choice (in the same Isolated Area as that Hero, if applicable). Each side also makes one Secret DR to determine the number of Retained Infantry MMC eligible for Battle Hardening. In all cases, an Elite MMC (as well as

a crew) that Battle Hardens becomes Fanatic (but only for the duration of the next scenario). No MMC may Battle Harden more than once per RePh.

MMC BATTLE HARDENING TABLE

Final DR	# of MMC
≤ -1	5
0	4
1	3
2-3	2
4-5	1
≥ 6	—

DRM:

- 3 Per CG scenario won on current CG Day.
- 1 If Russian
- 1 Per 20 CVP amassed by friendly side in the previous scenario.



12.6124 LEADER: On each side, each Retained Heroic leader Battle Hardens and loses his heroic status [EXC: a heroic 10-3 or 10-0 loses his heroic status with no additional effect]. Each side also makes one secret DR to Battle Harden a Retained Infantry leader, using that side's column on the following table [EXC: 12.6125], if the leader selected is not currently Retained by that side the player then must Battle Harden the next lowest-grade Retained non-wounded leader (if any).

LEADER BATTLE HARDENING TABLE

Leader Type	German DR	Russian DR
10-2	≤ 2	≤ 2
9-2	3	3
9-1	4	4
9-0*	—	5
8-1†	5	6
8-0	6-7	7
8+1#	—	8
7-0‡	8-9	9-10
6+1	10-12	11-12

DRM:

-2 Friendly side won this CG Day's scenario (optionally, the player may, after the DR, choose to ignore this DRM, or apply only a -1 DRM).

- * Always Battle Hardens to a 10-0.
- † Always Battle hardens to a 9-1.
- # Always Battle Hardens to a 9-0.
- ‡ Always Battle Hardens to an 8-0.



12.6125

12.6125 PROMOTION OUT OF THE RANKS: In lieu of making a DR on the 12.6124 Table, the player may choose either:

- a) Exchange one non-Isolated unwounded 8-0 Infantry leader for two 7-0s; or
- b) Exchange one non-Isolated unwounded 8-1 Infantry leader for one 8-0 and one 7-0.

However, a player may not use any option (a/b) that would give him > one leader per four squad-equivalents (if German), or per eight_squad-equivalents (if Russian) of his currently Retained units.

12.613 RUSSIAN COUNTERATTACK DECLARATION: If the Russian player intends to conduct a Counterattack scenario (12.6253) immediately following this RePh, he must declare so at this time, after which the RePh is completed minus the following steps: New CG Day & SAN Adjustment (12.614); AFV/Wreck Recovery (12.615d); Immobilization Removal (12.615e); Wreck Repair (12.615f); ELR Loss/Gain (12.619); Weather & EC Determination (12.620).

12.614 NEW CG DAY & SAN ADJUSTMENT

12.6141 NEW CG DAY: Each passage of this RePh step represents the start of a new CG Day. Should no scenario be generated (RePh step 12.625) players return to this step and repeat RePh steps 12.614-.625 until one is.



12.6142 SAN ADJUSTMENT: Each side whose SAN is currently ≥ 4 must make a dr, with a + dr equal to that side's current SAN minus 4. A Final dr of ≥ 5 immediately reduces that side's current SAN by one. Each side whose SAN is currently zero has it automatically raised to 2 (no CPP expenditure is necessary).

12.6143 BOOBY TRAP DEACTIVATION: If Booby Trap Level A or B is currently in effect, the Russian player makes a dr; an original dr of six decreases that Level by one (i.e., Level A goes to Level B; Level B reverts to Level C). Any other dr has no effect.

12.615 EQUIPMENT REPAIR & REPLENISHMENT



12.6151 AFV RECOVERY & FIELD MAINTENANCE:¹⁵ Each side performs the applicable step(s) below for each friendly AFV/Wreck (not Burnt-Out Wreck).

- a) Each abandoned non-isolated AFV in a friendly-Controlled Location may remain abandoned, or may be re-manned and operated (as per A21.22) by any Retained unit of that side. Such a remaining unit must begin the next scenario manning that AFV.
- b) Each Shocked/UK AFV must have the necessary dr (C7.42) made for it until it is no longer under the effects of Shock/UK.
- c) Each manned, bogged AFV must undergo Bog Removal attempts (D8.3) until it is either unbogged or immobilized. MP expenditure is immaterial. If unbogged clear from the map if non-Isolated.
- d) Each side may attempt to Recover each *friendly* non-Isolated immobilized AFV or Wreck (not Burnt-Out-Wreck) [EXC: *recovery may be attempted for a friendly Isolated AFV or Wreck if it is able to trace a path of hexes free of enemy Control from its Location to a non-Isolated friendly Perimeter Location*] by making a dr for each such AFV/Wreck on the AFV/Wreck Recovery Table below. If successful the AFV/Wreck is Retained in its current state.

AFV/WRECK RECOVERY TABLE

Final dr†	Effect
≤ 4	Recovered*
≥ 5	Recovery unsuccessful; AFV/wreck remains in its current location.

drm:

- +2 If Isolated.
- 2 If in friendly Perimeter.
- +2 If Dug-In.

† An Original dr of 6 results in a Wreck being unrecoverable and the Wreck must be replaced with a Burnt-Out Wreck, and also may be scrounged (see 12.6082).

* Retained; clear from the map.

e) Each Retained immobilized AFV *or* manned, Isolated immobilized AFV *must* make a dr on the table below to determine if the Immobilization is repaired.

IMMOBILIZATION REMOVAL TABLE

Final dr	Effect
≤ 2	Becomes Mobile
≥ 3	No change*

drm:

- +x Per armor leader DRM if *Isolated*.
- +1 If only Non-Qualified Use (A21.13) possible.
- +1 If *Isolated*.
- +1 If manned by Inexperienced Crew (D3.45; 12.6227).
- 1/-2 Per Labor Status.

* May mark with a -1 Labor counter (or flip a -1 Labor counter to its -2 side).

f) Each *Retained* Wreck (12.6151d) must make a dr on the table below to determine if it has been repaired [EXC: *NA to Captured enemy Wreck*].

WRECK REPAIR TABLE

Final dr†	Effect
≤ 2	Repaired; AFV is now fully functional.
≥ 3	No change*

drm:

- 1 If German.
- +1 If partially armored (D1.22).
- 1/-2 Per Labor Status.

† An Original dr of 6 results in the Wreck being a total loss and it is Eliminated; see also 12.6082.

* May mark with a -1 Labor counter (or flip a -1 Labor counter to its -2 side).

12.6152 WEAPON REPAIR: Each side makes a separate dr on the table below for each malfunctioned non-Captured Retained Weapon.



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WEAPON REPAIR TABLE

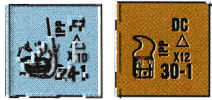
Final dr	Effect
≤ 1	Repaired
≥ 2	Eliminated*

drm:

- 2 If Vehicular-mounted.
- 1 If Russian MG/ATR.
- x Weapon Repair Number (A9.72).
- +1 If only Non-Qualified Use (A21.13) possible.
- +1 If Isolated.

* If Vehicular-mounted, the Weapon is Disabled [EXC: if MA, the AFV is Retained as a Wreck (12.615d)].

12.6153 AFV MG EXCHANGE: A Disabled non-Captured, non-Isolated AFV MG (even if Disabled in step 12.6152) may be automatically repaired by the Elimination of a friendly, non-Isolated Retained LMG.



12.6154 FT/DC: Each FT/DC removed from play during the preceding scenario (regardless of why it was removed) is Retained by its original owning side only if it was removed by an Original effects DR ≤ 10; otherwise, it is Eliminated. Place each such Retained SW in the friendly side's "Retained" box on the Chapter V divider. However, the side may never Retain in this manner more friendly DC, nor friendly FT, than it has friendly non-Isolated Assault Engineer (only) squads at this point in the RePh.

12.6155 CAPTURED WEAPON: Make one dr for each functioning Captured Retained Weapon: if ≥ 3 it is Eliminated (Disabled if Vehicular-mounted). Each already malfunctioned Captured Weapon is Eliminated (or Disabled). Disablement of MA by either means does not cause Recall.

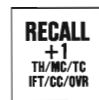
12.6156 CAPTURED AFV: A captured AFV may remain in play if it has any functioning Weapon (even if its MA is disabled); otherwise, it becomes a wreck. See also 12.6082.

12.6157 SPECIAL AMMO: Each non-Captured, non-Isolated Retained Gun (including Vehicular-mounted) has all of its Depleted ammunition types (if any) restored to normal availability.

12.6158 LOW AMMO REMOVAL: Each Low Ammo counter on each non-Isolated unit is removed.

12.6159 AMMUNITION SHORTAGE REMOVAL: Each non-Isolated Infantry-unit/Weapon currently suffering Ammunition Shortage (12.6071) now has such restrictions lifted.

12.616 ARMOR RECALL & REDEPLOYMENT¹⁶



12.6161 RECALL: Each Mobile, non-Isolated Retained AFV under Recall is returned to Good Order; the owner may immediately attempt to Repair any of the AFV's Malfunctioned Weapon(s) [EXC: if the MA is Disabled the AFV is Retained as a Wreck (12.615d)]. If Mobile, under Recall and Isolated, it begins the next scenario under Recall (as well as suffering Ammunition Shortage; 12.6071).

12.6162 AFV PLATOON REDEPLOYMENT: Each side makes a Secret dr on the following table for each friendly (including Captured) non-Isolated, non-Dug-In Retained AFV Pltn (or part thereof) that has had ≥ one AFV of its Pltn on the map in at least one CG scenario to determine whether the Pltn (or remainder thereof) must be Redeployed. A Redeployment result temporarily

12.617

removes from play each remaining non-Isolated AFV (even if abandoned/immobilized) of that platoon, as well as each Retained armor leader originally entered with that Platoon (if any). A Redeployed AFV Pltn may attempt to re-enter play (requiring no CPP expenditure) in any subsequent RePh step 12.6162 by making a dr of ≤ 1 (subject to the Redeployment Table drm). A Redeployed AFV Pltn automatically has any Immobilization removed and all malfunctioned Weapons repaired.

AFV PLATOON REDEPLOYMENT TABLE

Final dr	Result
≤ 5	Retained
≥ 6	Removed

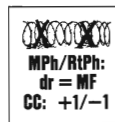
drm:

- 1 If friendly side's win:loss ratio is ≤ 1:2.*
- +2 If German and date is on/after 25 September.
- ±x Friendly Historical DRM for current day.†

* Not applicable until > two CG scenarios have been completed.

† Only applies to a Redeployed AFV Pltn attempting to re-enter play.

12.6163 ISOLATED AFV: An Isolated Mobile AFV that belongs to an AFV Platoon forced to Redeploy is not removed from play. Instead, such an AFV makes a dr in each friendly RPh of the next scenario. A dr of ≤ the current turn number immediately places that AFV under Recall. Once the Recalled AFV is able to exit the map or if it is Retained at scenario end, it immediately rejoins the remainder of its Redeployed platoon. If still on-map and Isolated at scenario end, it remains in-play but still under Recall (12.6161).



12.617 FORTIFICATION REMOVAL: Attempts may be made to Eliminate any Known wire/minfield/Entrenchment (including an A-T Ditch) in any friendly-

Controlled non-Isolated Location. A Roadblock may also be rolled for removal, but only if the removing side Controls both ground-level Locations that share that hexside. If a Location contains more than one type of the above-mentioned Fortifications (all mines are considered the same "type"), the side may roll once for each, but must announce which one is currently being rolled for [EXC: all A-P mines must be Cleared from a Location before a removal attempt may be made for another same-Location non-mine fortification]. Only one attempt may be made against each Fortification in any Location during this RePh step. Pre-existing Labor drm are not applicable, nor does the dr create or increase labor drm.

FORTIFICATION REMOVAL TABLE†

Final dr	Result
≤ 3	Eliminated*
≥ 4	No Effect

drm:

- +2 Wire/minfield/Entrenchment is in a Front Line Location.
- +2 Roadblock is along a hexside of ≥ one Front Line Location.
- +1 Wire/minfield/Entrenchment is ADJACENT to—not in—a Front Line Location.
- +1 Roadblock is not along a hexside of a Front Line Location, but is along a hexside of a hex that is ADJACENT to a Front Line Location.
- 1 Friendly side currently Retains ≥ three non-Isolated Assault Engineer squads.



12.617

* Vs a Known minefield, this result Eliminates all mines (A-P and A-T) in the Location.

† An Original dr of 6 results in Casualty Reduction of a non-Isolated elite MMC (Assault Engineer if possible, otherwise owner's choice; if no elite MMC is available, Reduce a First Line MMC, etc).

12.618 CPP REPLENISHMENT: Each side now makes a Secret DR to replenish its CPP (see also 12.6181; CGI-2).

CPP REPLENISHMENT TABLE

Final DR	CPP Increase
≤ 2	+20
3-4	+19
5-6	+18
7-8	+17
9-10	+16
11-12	+15
≥ 13	+14

DRM:

- y As per CG scenario Balance provision (12.32) in effect.
- ±x Friendly Historical DRM (12.6182) for the current CG Day.
- +1 If the friendly side selected the "Attack" Initiative chit on the previous CG Day.
- 1 Per each 20 Casualty VP (A26.22) suffered by the friendly side in the previous CG scenario (including friendly unit[s] Eliminated since the last scenario during the current CG Day's RePh).

12.6181 GERMAN SUPPORT CPP:¹⁷ In each CG scenario in which the German has selected the "Attack" chit (12.625) he receives 6 *extra* CPP which are termed *Support CPP*. These type of CPP may *only* be used to purchase non-Infantry RG Group Types (i.e., they may be used to purchase any RG Group Type that begins with an ID letter of "S", "A", "O", "B", "G" and "M").

12.6182 HISTORICAL DRM CHART: The DRM given in the chart below are used as DRM for the following Tables: CPP Replenishment (12.618), ELR Loss/Gain (12.619), and RG Strength determination (12.6221 & 12.6224), and also inversely to adjust the maximum number of Infantry Companies/Platoons a side may purchase per CG Day (12.6215). Players may wish to write in the pertinent DRM for their side in the "Hist DRM" column on the CG Roster. Each side uses only the DRM listed for its side for the current CG Day.

HISTORICAL DRM CHART

Date	German DRM	Russian DRM	Date	German DRM	Russian DRM
14 Sept	0	0/-2*	21 Sept	-2	+1
15 Sept	-1	-1	22 Sept	-2	0
16 Sept	-2	-1	23 Sept	-1	-1
17 Sept	-1	-1	24 Sept	-1	-1
18 Sept	0	0	25 Sept	0	0
19 Sept	0	0	26 Sept	+1	+1
20 Sept	-1	+1	27 Sept	+1	+1

* On 14 Sept the Russian has two Historical DRM, the 0 DRM applies to any daytime scenario(s) played and the -2 DRM applies to a Night scenario (if one is played).

12.619 ELR LOSS/GAIN: Each side makes a DR to determine if its present ELR changes. On a Final DR of ≤ 2 that side's current ELR increases by one, to a maximum of 4. On a Final DR of ≥ 13 its current ELR decreases by one, to a minimum of 0. Update any change in a side's ELR in the "ELR" column of the CG Roster for that CG Day. A side's ELR applies to all non-crew Infantry units of that side. Normal Battlefield Integrity [A16.] rules should *not* be used in the *VotG* CG. The following cumulative DRM can apply to the ELR Loss/Gain DR:

DRM:

- 1 Per each scenario won by the friendly side on the previous CG Day.
- 2 Per Idle Day since the last-completed CG scenario.
- 2 Per friendly elite Infantry Coy purchased on the previous CG Day.
- 1 Per every two (FRU) friendly Infantry Pltn purchased on the previous CG Day [EXC: MOL-P/HW Pltn].
- 1 Per friendly first-line-Infantry Coy/AFV Pltn purchased on the previous CG Day.
- +1 If friendly side selected the Attack chit on the previous CG Day.
- +2 Per scenario completed since the start of the CG or since the last Idle Day (friendly side's choice).
- ±x Historical DRM for friendly side.
- +1 (Applies to the German only) Per Night scenario completed since the start of the CG or since the last Idle Day (German Player's choice).¹⁸

12.620 WEATHER & EC DETERMINATION: The Russian side makes a DR on the *VotG* Weather Table to determine the Weather for the current CG Day, then makes a dr for the EC. Wind Force and direction are determined in the RePh step 12.6261. Record the results in their respective columns, and on the proper line for the current CG Day, on the CG Roster.

VotG WEATHER TABLE

Final DR	Result
≤ 2	Fog/Mist
3-4	Overcast
5-9	Clear
≥ 10	Clear & Gusty

DRM:

- 1 If the previous CG Day was Overcast.

VotG EC TABLE

Final dr	Result
≤ 0	Wet
1	Moist
2-3	Moderate
≥ 4	Dry

drm:

- 3 If the previous CG Day was Overcast.
- 1 If the previous CG Day had Fog/Mist.
- +1 If the previous CG Day had Dry EC.



GERMAN REINFORCEMENT GROUP CHART

ID	Group Type	Unit Strength ^r	Unit Type(s)	CPP		CG Max			
				Cost	Max	I	II	III	IV
S1	Stuka I	I-3	DB (see SSR VotG9)	1 ^t	2 ^u	8	9	5	15
S2	Stuka II ¹⁹	0-3 ^v	DB (see SSR VotG9)	6	2 ^u	2	5	2	7
A1	StuG B Pltn	3/2	StuG IIB ^{d(1)rw}	4	2	1 ^y /2 ^m	1●/2●	2 ⁿ ●/1 ⁿ ●	1 ⁿ ●/2 ^{mn} ●
A2	StuG G Pltn	3/2	StuG IIIG ^{d(1)rw}	5	2	2 ^y	3●/1●	2 ⁿ ●/1 ⁿ ●	3 ⁿ ●/1 ⁿ ●
A3	leichte FlaK Pltn	3/2	Sdkfz 10/5 ^{drw}	3	2	2 ^y	4●●	2●●	4●●
I1	Rifle Coy	15/12/12 ³ /9/9 ³	4-6-7 ^{d1r}	7	2	3/1 ^g	5●/2●/4●	4●/1●	5●/2●/4●
I2	Stösstruppe Pltn ²⁰	3/2	5-4-8 ^{d1r}	3	3	3/1 ^g	4●/4●/6●	4●/2●	4●/4●/6●
I3	Pionier Pltn ²⁰	3/2	8-3-8 ^{d e1r}	5	3	3	3●/2●/3●	2●/1●	3●/2●/3●
I4	HW Pltn	HMG x2, MMG x2, 81*mm MTR x2 ^{a c d}		6	1	1	1●/1●/1●	2●	1●/1●/1●
O1	Btln Mortar	80+ mm Btln MTR OBA Module ^{a d p}		2	2	3	6	3	9
O2	Med Arty	100+ mm OBA Module ^{a d p}		4	2	3	3	2	5
O3	Hvy Arty	150+ mm OBA Module ^{a d p}		6	2	1	3	2	5
O4	Nebelwerfer	150+ mm Rocket OBA Module ^{a p}		2	1	1	2	0	2
O5	Offb'd Observer	Offboard Observer ^o		1	2	2	3	2	5
O6	Spotter Plane	Observation Plane (E7.6) ^s		1	1	2	3	2	5
B1	Bombardment ¹⁹	Aerial Bombardment ^b		2	3	6	8	4	12
G1	PaK Batterie I	50L PaK 38 x2, 37L PaK 35/36 x2 ^{a c d}		4	1	1	1●/1●	1●●	1●/1●/1●
G2	PaK Batterie II ²¹	75L PaK 40 x2, 76L(r) PTP obr.39 x2 ^{a c d k}		5	1	1	2●●	1●●	2●●
G3	INF Batterie	75* INF x3, 150* INF ^{a c d}		4	1	1	2●/1●	1●●	2●/1●/1●
M1	Fortifications	20 FPP ^a		1	2	16	18	10	26
M2	Sniper	SAN Increase +1		1	1	8	8	5	13

a Available on-map setup on CG Day of purchase.

b When the German player purchases a pre-game Aerial Bombardment, he records a secret Pre-Registered hex for it. To resolve each Bombardment, after all on-map setup is completed he places an FFE:1 counter in the Pre-Reg hex and makes an accuracy dr per C1.732. The final placement hex is the center hex for the Bombardment, and all hexes within two hexes of that hex now undergo a Bombardment as per C1.82-823. There are no immune hexes. Each Bombardment is fully resolved before conducting another Bombardment (if any). After a Bombardment is resolved the FFE:1 counter is removed and that Bombardment RG is Eliminated. Each Bombardment Pre-Reg hex must be ≥ 5 hexes from all other Bombardment Pre-Reg hexes. Bombardments are NA if the Weather is Overcast and may never be resolved during a Night scenario or on an Idle Date.

c Each MG is accompanied by a 1-2-7 crew; each Gun by a 2-2-8 crew.

d To determine Depleted Strength see RePh step 12.622.

e Assault Engineers (A11.5; H1.22) and Sappers (B28.8; B24.7). See **VotG24**.

g Not available until September 20th.

k The 76L PTP obr.39 are the Russian colored 76L ART; Captured use penalties (A21) are NA to German use of the 76L ART Guns [EXC: use of red To Hit numbers still applies].

l To determine SW and (armor) Leaders see RéPh steps 12.6222 and 12.6225-6227.

m Not available until September 16.

n Not available after September 24.

o Offboard Observer is at level 3 in (i.e., at the second level of) any friendly-Controlled west edge hex. Secretly record the hex prior to Russian setup. Cost is per module. Each Offboard Observer is Retained as long as the module he is assigned to is Retained (SSR CG10; 12.4).

p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have > two Pre-Reg hexes). Each Pre-Reg hex is Retained as long as the

module it is assigned to is Retained (SSR CG10; 12.4). Purchase of a Pre-Reg hex(es) in the **VotG** CG allows normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each Barrage (regardless of type) must have a north-south Hex Grain alignment (E12.11-12.31). See also SSR CG6 (12.4).

r Must enter as reinforcements if entered on the CG Day of purchase [EXC 12.6214]. The RG is available for on-map setup if purchased on any CG scenario prior to that of the current scenario. See SSR CG9 (12.4) for Infantry/Armor RG entry restrictions.

s Available for OBA ≥ 100mm. The Spotter Plane is Retained as long as the module it is assigned to is Retained.

t Apply a -2 dr to its Turn of Entry dr (E7.2) if purchased at two CPP. Each Stuka RG *must* be used on its CG Day of purchase or be forfeit (therefore, such an RG should not be purchased if the weather is Overcast or the German side anticipates being Idle).

u Only one Stuka module is allowed per scenario.

v At the beginning of each German Player Turn the German player makes a dr halved (FRD) to determine the number of Stukas he receives that turn. Each Stuka is automatically recalled at the end of the next Russian Player Turn.

w Subject to AFV Platoon Redeployment as per 12.6162. If > one AFV Pltn of the same type are in the side's OB, the IDs of those non-dug-in AFV belonging to each Pltn should be recorded in case that platoon is subsequently Redeployed.

y In the CGI 16 Sept daytime scenario only, German Armor-type RG may be purchased at 1/2 (FRU) their normal CPP Cost.²²

z The Unit Strength for a Rifle Coy RG is: Reinforced/ Full Strength/ Lightly Depleted/ Moderately Depleted/Heavily Depleted respectively. The exponent following a strength factor indicates the number of squads in that Coy RG that must undergo ELR Replacement (A19.13). The Unit Strength for Armor/Infantry Platoon RG is: Full Strength/ Depleted respectively.



RUSSIAN REINFORCEMENT GROUP CHART

ID	Group Type	Unit Strength ^a	Unit Type(s)	CPP Daily		CG Max			
				Cost	Max	I	II	III	IV
A1	T-60 M42 Pltn	4/3	T-60 M42 ^{d(0)rw}	3	1	0	1●	1●	1●
A2	T-70 Pltn	3/2	T-70 ^{d(0)rw}	3	1	0	1●	1●	1●
A3	T-34 M41 Pltn	3/2	T-34 M41 ^{d(0)rw}	5	2	1 ^{as} /1	1 ^{as} /1●/1●	1●	1 ^{as} /1●/1●
A4	KV-1 Pltn	2/1	KV-1 M42 ^{d(0)rw}	4	1	1	1●	0	1●
I1	Guards Rifle Coy	15/12/12 ³ /9/9 ³	4-5-8 ^{bd(0)rx}	9	2	3	7●/3●	3●	7●/3●
I2	Guards SMG Pltn ²³	3/2	6-2-8 ^{bd(0)r}	3	3	3	6●/3●	3●/2●	6●/3●/2●
I3	Rifle Coy	15/12/12 ³ /9/9 ³	4-4-7 ^{bd(0)rx}	5	2	1	2●	2●	2●/4●
I4	SMG Coy	11/9/9 ² /7/7 ²	5-2-7 ^{bd(0)r}	4	1	0	1 ^{as}	1●	1 ^{as} /1●
I5	NKVD Militia Coy ²⁴	4/3/3/2/2 8/6/5/5/4	6-2-8 4-2-6	4	2	2 ^{as}	2 ^{as}	0	2 ^{as}
I6	Storm Group Pltn ²³	3/2	6-2-8 ^{bde(0)r}	4	3	3	5●/2●	2●/1●	5●/2●/2●
I7	MOL-P Pltn	3/2	MOL-P ^{acd}	2	1	1 ^s /1	1 ^s /2●/1●	2●/1●	1 ^s /2●/1●/1●
I8	HW Pltn	MMG x2, HMG, .50c-HMG, 82*mm MTR x2 ^{acd}		6	1	1	2●/1●	1●	2●/1●/1●
O1	Lt Arty	70+ mm OBA Module ^{adp}		1	2	2	4	2	6
O2	Btln Mortar	80+ mm Btln MTR OBA Module ^{adp}		1	2	3	4	2	6
O3	Med Arty	120+ mm OBA Module ^{adp}		3	2	1	3	2	5
O4	Hvy Arty	150+ mm OBA Module ^{adp}		5	2	1	2	1	4
O5	Katyusha	200+ mm Rocket OBA Module ^{adp}		3	2	1	2	1	2
O6	Offb'd Observer	Offboard Observer ^o		1	2	0	4	2	6
G1	AT Battery	45L AT x2, 45LL AT x2 ^{acb}		4	1	1	2●/1●/1●	1●	2●/1●/1●
G2	TD Battery ²¹	76L ART x4 ^{acd}		5	1	1 ^{as}	1 ^s	0	1 ^s
G3	INF Battery	76* INF x3 ^{acd}		4	1	1 ^{as}	1 ^s	0	1 ^s
G4	AA Battery	37L AA x4 ^{acd}		5	1	1 ^{as}	1 ^s /1●	1●	1 ^s /1●
M1	Fortifications	40 FPP ^a		1	4	20	27	15	42
M2	Sniper	SAN Increase +1		1	1	8	9	5	14
M3	MOL Capability	MOL Capability ^{am}		2	1	8	9	5	14

- a Available for on-map setup on CG Day of purchase.
- b Each RG that enters in boats receives one Assault Boat per each MMC received with that RG; see SSR VotG4; also see E5. If choosing to enter a RG in boats, the *entire* OB of that RG must enter in this manner.
- c Each MG is accompanied by a 1-2-7 crew; each Gun by a 2-2-8 crew.
- d To determine Depleted Strength see RePh step 12.622.
- e Assault Engineers (A11.5; H1.22) and Sappers (B28.8; B24.7). See VotG24.
- l To determine SW and (armor) Leaders see RePh steps 12.6222 and 12.6225-6227, respectively.
- m Gives all Russian Personnel MOL Capability (even if Isolated). MOL Capability available only for the next CG scenario played.
- n 6-2-8 MMC in a NKVD Militia Coy are NKVD MMC (see SSR VotG22).
- o Offboard Observer is at level 3 in (i.e., at the second level of) any friendly-Controlled east edge hex. Secretly record the hex prior to German setup. Cost is per module. Each Offboard Observer is Retained as long as the module he is assigned to is Retained (SSR CG10; 12.4).
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with a module (no module may have > two Pre-Reg hexes). Each Pre-Reg hex is Retained as long as the module it is assigned to is Retained (SSR CG10; 12.4). Purchase of a Pre-Reg hex(es) in the VotG

- CG allows normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not *convertible* (E12.771). Each Barrage (regardless of type) must have a *north-south* Hex Grain alignment (E12.11-12.31). See also SSR CG6 (12.4).
- r Must enter as reinforcements if entered on the CG Day of purchase [EXC- 12.6214]. The RG is available for on-map setup if purchased on any CG scenario prior to that of the current scenario. See SSR CG9 (12.4) for Infantry/Armor RG entry restrictions.
- s Available only during the initial scenario of the CG.
- w Subject to AFV Platoon Redeployment as per 12.6162. A Russian AFV Platoon may be purchased as Dug-In (12.6214c). If > one non-Dug-In AFV Pltn of the same type are in the side's OB, the IDs of those non-dug-in AFV belonging to each Pltn should be recorded in case that platoon is subsequently Redeployed.
- x At time of purchase may Deploy one squad for every two (FRU) Light Mortars received.
- z The Unit Strength for a Coy RG is: Reinforced/ Full Strength/ Lightly Depleted/ Moderately Depleted/ Heavily Depleted respectively. The exponent (if any) following a strength factor indicates the number of squads in the Coy RG that must undergo ELR Replacement (A19.13). The Unit Strength for Armor/Infantry Pltn RG is: Full Strength/ Depleted respectively.



V

12.621 PURCHASING REINFORCEMENT GROUPS: Both sides now secretly allot CPP for the purchase of RG. All CPP expended are subtracted from that side's current CPP total. The CPP expended, those remaining, and the RG(s) purchased may all be kept secret. Each side consults its respective RG chart for the different types of RG available, the CPP cost of each, the number of each that may be purchased during the course of the CG being played, and any special notes pertaining to each. As each RG is selected, record its ID (and the CPP expended to purchase it) in the "RG Purchased" column, on the line for the current CG Day, on the CG Roster. After all RG are selected write the total CPP expended in the "Spent" column of the CG Roster for the current CG Day. Then write the number of CPP remaining, even if zero, in the "Left" column for the current CG Day. Any CPP remaining may be used in Recon (RePh step 12.624), or to purchase further RG in any subsequent RePh step 12.621(-.6218).

Each RG chart contains the following columns:

12.6211 ID: Provides an alphanumeric identification for each RG. All AFV RG have an ID of "A#", all Infantry have an "I#" ID, etc.

12.6212 GROUP TYPE: Lists the name of the RG. This name and its ID are secretly recorded on the purchasing side's RG Purchase Record (12.6218).

12.6213 FULL/DEPL UNIT TYPE: Lists the type(s) of units that each RG contains. The numbers listed immediately to the left and right of the "/" (in Infantry and AFV Pltn RG [EXC: for Strength of Infantry Company RG see RG chart note "z"] represent the number of that Unit Type received at Full and Depleted Strengths respectively (RePh step 12.622). HW/MOL-P RG use 12.6223 to determine Depleted Strength; OBA module and Gun Battery RG use 12.6224. The number of Stukas/FB received is determined as per E7.21 [EXC: for number of planes received with a Stuka II RG {ID# S2} see German RG chart note "v"].

12.6214 CPP COST: Lists the CPP cost of the RG regardless of its (later determined) Strength. This is the number of CPP that must be subtracted from the purchasing side's current CPP total in order to to receive that RG. AFV, and most Infantry, RG enter play during the course of a CG scenario *if purchased on that CG Day* (see SSR CG9; 12.4). Place all the counters for each such reinforcing RG in a section of the "Reinforcements" box on the Chapter V divider until the units are set up to enter. The listed cost can be altered in three ways:

a) On-Map Setup: Any AFV or Infantry RG (i.e., one whose ID on the Reinforcement Group Chart begins with an "A" or "I") may be used for normal on-map setup in a scenario played on the same CG Day they are purchased. Such an RG has its CPP cost increased by two (if Russian) or three (if German) [EXC: Russian RG 15, 17 and 18 and German RG 14 may always set up on-map on their CG Day of purchase at no additional cost].

b) Reserve: Any Infantry RG (i.e., one whose ID on the Reinforcement Group Chart begins with an "I") may be purchased as a Reserve RG by spending one < its normal CPP cost. A Reserve RG must be set up on-map on the CG Day of purchase (should a scenario be played on that CG Day), using the principles of Cloaking (E1.4) [EXC: A Reserve RG (or part thereof) unable to set up on-map must instead be Retained off-map on its CG Day of purchase, but thereafter may be added to all other Retained friendly units]. Each Reserve RG purchased may (at purchaser's option) automatically include up to five Dummy Cloaking counters [EXC: each Reserve Infantry Platoon RG may only include up to two Dummy Cloaking counters (NA to HW or MOL-P Pltn)]. Such an RG must have all its Cloaking counters set up at ground level \geq six hexes from the closest enemy Front Line Location. Each Cloaked Reserve unit/stack must remain Cloaked—

and may conduct no action whatsoever—until an enemy unit is within three hexes of it and is in its LOS or until subjected to an enemy attack that results in the loss of the Cloaked unit/stack's Concealment, at which time the Controlling side may (or must, if thusly attacked) put that Cloaking counter's contents (if any) on-map. In general, the counter(s) represented by a Reserve Cloaking counter (if any) is considered not to exist until it appears on the map, except as noted in the next below:

- A Reserve Cloaking counter is ignored for all Overstacking purposes;
- A non-Cloaked *Dummy* stack may neither set up in nor enter a Location that contains a Reserve Cloaking counter;
- A Reserve Cloaking counter is considered a non-Target vs an enemy Sniper attack (A14.22);
- A Reserve Cloaked leader may not use his leadership benefits for any purpose;
- If a Flame/Blaze occurs in a Location that contains a Reserve Cloaking counter (even a Dummy), that counter may move/advance *once* to an ADJACENT, non-Blazing Location—provided it is not moving closer to an enemy unit regardless of LOS. If it cannot do so, its owner may at that time place it anywhere within three hexes of its current hex, though he may not place it closer to an enemy unit and must otherwise abide by the rules pertaining to Cloaked Reserve setup.

Should Cloaked unit(s) still exist at the end of the scenario, or should no scenario be played on that CG Day, all such non-Dummy Cloaked Reserve units are Retained in the normal manner but are no longer considered Reserves. Cloaked Reserve units are subject to Isolation in the normal manner.

c) Dug-In: A Russian AFV Platoon may be purchased at 50% (FRU) of the normal CPP cost if set up on-map as Dug-In (D9.54). A Dug-In AFV may set up using HIP in Concealment Terrain (including Rubble) as per normal Gun HIP rules (A12.34), but firing any Weapon or changing TCA is considered a Concealment-loss activity (A12.141). Such HIP must be purchased separately (RePh step 12.623). A Dug-In AFV's BMG (if any) is Disabled (such a BMG is automatically Scrounged successfully by the Russian; a number of Russian LMG, equal to the number of AFV received for the Dug-In AFV Pltn, are added to the Russian OB). Such a Dug-In AFV may never become Mobile [EXC: if subsequently Recovered and Repaired as per 12.615d-.615f]. Furthermore, any Retained Russian AFV may be freely Dug-In at the Russian player's option.

12.6215 DAILY MAX: Lists the maximum number of RG of this type that may be purchased *per CG Day*. Additionally, a player may purchase no more than two *Infantry Company* RGs per CG Day [EXC: This maximum is modified inversely by the side's Historical DRM (12.6182) for that CG Day]; every three (FRD) *Infantry Platoon* RGs [EXC: HW/MOL-P] are equivalent to one *Infantry Company* for this purpose.

EX: On 14 September, the German can purchase a maximum of two *Infantry Companies/equivalent* (0 Historical DRM), while on 15 September, he can purchase a maximum of three *Infantry Companies* (-1 Historical DRM). On 14 September, the Russian may purchase a total of two *Infantry Companies/equivalent* in the daytime (0 Historical DRM), and if a 14 September Night scenario is played he may purchase an additional two *Infantry Companies/equivalent* (-2 Historical DRM for the night of Sept 14) for a total of four for that CG day. On 15 September, the Russian may purchase three *Infantry Companies/equivalent* (-1 Historical DRM).



12.6216

12.6216 CG MAX: Lists the maximum number of RG of this type that may be purchased during the course of the current CG. (note that there is a separate column for each *VotG* CG). Players must keep a written record (using the RG Purchase Record; 8.6218) of *each* RG purchased during the CG in order to know if additional RGs of that type are still available for purchase. RGs given in a CG's *Initial Scenario* OB never count against this maximum.

12.6217 RG ENTRY CODE:²⁵ All Armor, Infantry and Gun type RG (i.e., RGs with alphanumeric IDs beginning with the letter "A", "I" and "G") have an Entry Code [*EXC: Russian RGs that must set up on-map at start (as indicated by Russian RG Chart note "a") and CGI RGs do not have Entry Codes*] in the form of a colored dot immediately following the number in the "CG Max" column of the RG Chart. The Entry Code is used to determine an RG's parent formation, entry area(s), on-map setup restrictions and date that it becomes available. Once a RG is Retained, it is free of any Entry Code setup or entry area restrictions and may enter on any map-edge hexes that are currently friendly-Controlled and were friendly-Controlled at scenario start.

RUSSIAN ENTRY CODES:

- UNITS: Elements of the 42nd Rifle Brigade, 399th (composite) Regiment and 133rd Tank Brigade.

DATE AVAILABLE: [*EXC: see SSR II-4 (12.52)*].

ENTRY AREA: RG with a Yellow Entry Code may enter on any south- map-edge hexes that are currently friendly-Controlled and were friendly- Controlled at scenario start.

ON-MAP SETUP: If any RG with a Yellow Entry Code is purchased for on-map setup or as Reserve, on CG Day of purchase they may set up only in friendly Perimeter Area hexes that are numbered ≥ 46 and *only* if the friendly perimeter contains \geq one friendly-Controlled south-map-edge hex.

- UNITS: Elements of the 34th and 42nd Guards Rifle Regiments, 13th Guards Division and elements of the 23rd Tank Corps, 62nd Army.

DATE AVAILABLE: Available beginning the night of 14 September [i.e., RG with a Red Entry Code may *not be purchased in any daytime scenario(s) of 14 September*].

ENTRY AREA: RG with a Red Entry Code may enter on any north-map-edge hexes that are currently friendly-Controlled and were friendly-Controlled at scenario start; if no such friendly-Controlled hexes exist, then they may enter anywhere along the north edge on/east of hex U1. Infantry-type ("I" type) RG [*EXC: MOL-P/HW Pltn*] may also enter along the east edge in boats (see Russian RG Chart note "b").

ON-MAP SETUP: If RG with a Red Entry Code are purchased for on-map setup or as Reserve, on CG Day of purchase they may set up in any friendly Perimeter Area hexes *providing* there is \geq one friendly-Controlled north-map-edge hex or \geq one friendly-Controlled non-interdicted Ferry Landing.

- UNITS: Elements of the 39th Guards Rifle Regiment.

DATE AVAILABLE: Available beginning 20 September.

ENTRY AREA: RG with an Orange Entry Code may enter on any north-map-edge hexes that are currently friendly-Controlled and were friendly-Controlled at scenario start; if no such friendly-Controlled hexes exist, then they may enter anywhere along the north edge of map on/east of hex U1.

ON-MAP SETUP: If RG with an Orange Entry Code are purchased for on-map setup or as Reserve, on CG Day of purchase they may set up in any friendly Perimeter Area hexes *providing* there is \geq one friendly-Controlled north-map-edge

hex or \geq one friendly-Controlled non-interdicted Ferry Landing.

- UNITS: Elements of the 284th Siberian Rifle Division and 685th Rifle Regiment, 193rd Rifle Division.

DATE AVAILABLE: Available beginning 23 September.

ENTRY AREA: RG with a Brown Entry Code may enter on any north-map-edge hexes that are currently friendly-Controlled and were friendly-Controlled at scenario start; if no such friendly-Controlled hexes exist, then they may enter anywhere along the north edge of map on/east of hex U1. Infantry-type ("I" type) RG [*EXC: MOL-P/HW Pltn*] may also enter along the east edge in boats (see Russian RG Chart note "b").

ON-MAP SETUP: If RG with a Brown Entry Code are purchased for on-map setup or as Reserve, on CG Day of purchase they may set up in any friendly Perimeter Area hexes *providing* there is \geq one friendly-Controlled north-map-edge hex or \geq one friendly-Controlled non-interdicted Ferry Landing.

GERMAN ENTRY CODES:

- UNITS: Elements of Infanterie Regiment 194, I and III Bataillone of Infanterie Regiment 191, Pionier Bataillon 171, Infanterie Division 71 and elements of StuG Abteilung 244.

DATE AVAILABLE: Available beginning 14 September.

ENTRY AREA: RG with a Dark Blue Entry Code may always enter along the west edge on/between hexes that are numbered ≥ 20 and ≤ 50 .

ON-MAP SETUP: If RG with a Dark Blue Entry Code are purchased for on-map setup or as Reserve, on CG Day of purchase they may set up in any friendly Perimeter Area hexes that are numbered ≥ 20 .

- UNITS: Elements of Infanterie Regiment 518, Infanterie Division 295 and elements of StuG Abteilung 245.

DATE AVAILABLE: Available beginning 14 September.

ENTRY AREA: RG with a Green Entry Code may always enter along the west edge on/between hexes that are numbered ≤ 20 as well as any north-map-edge hex on/west of hex Q1 that is currently friendly-Controlled and was friendly-Controlled at scenario start.

ON-MAP SETUP: If RG with a Green Entry Code are purchased for on-map setup or as Reserve, on CG Day of purchase they may set up in any friendly Perimeter Area hexes that are numbered ≤ 20 .

- UNITS: Elements of Infanterie Regiment 211, II Bataillon of Infanterie Regiment 191, Pionier Bataillon 171, Aufklärungs Abteilung 171, Infanterie Division 71 and elements of StuG Abteilung 244.

DATE AVAILABLE: Available beginning 20 September.

ENTRY AREA: RG with a Purple Entry Code may always enter along the west edge on/between hexes that are numbered ≥ 20 and ≤ 50 , as well as any south-map-edge hexes on/west of hex T50 that are currently friendly-Controlled and were friendly-Controlled at scenario start.

ON-MAP SETUP: If RG with a Purple Entry Code are purchased for on-map setup or as Reserve, they may set up in any friendly Perimeter Area hexes that are numbered ≥ 20 .

12.6218 RG PURCHASE RECORD: After all RG for the current CG day have been selected (and CPP expended for them), the RG Purchase Record must be updated. In order to record all units/Equipment received in a RG, one line of this sheet must be



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12.6222

filled out for *each* RG purchased (or given in an Initial Scenario OB) in order to keep track of the number purchased thus far in the CG (12.6216). The listing below helps to explain how each column of the RG Purchase Record is intended to be used.

CG Day: The CG Day the RG is purchased (e.g., “14/9” for 14 September).

RG ID: The RG’s alphanumeric ID (e.g., “I1” for a Russian Guards Rifle Coy).

Group Type: The RG’s name (e.g., “Gds Rifle Coy” for Russian RG II).

#P (Number Purchased)/ EC (Entry Code): The total number of friendly RG of this Group Type purchased thus far during the CG, followed by the Entry Code (e.g., “1/R” for a total of one RG of that Group Type with a Red Entry Code).

#R (Number Remaining): The number of this RG Group Type still available for subsequent purchase in the CG. This number is derived by subtracting the number in that RG’s #P column from the number listed in the “Maximum” column (for that RG for that CG) in that side’s RG Chart.

Str.: The RG’s strength, as determined in RePh step 12.6221-.6224. For each Infantry Coy RG record “RS” for Reinforced Strength, “FS” for Full Strength, “LD” for Lightly Depleted, “MD” for Moderately Depleted or “HD” for Heavily Depleted. For each Infantry Pltn/AFV Pltn/Gun battery record “F” for Full Strength or “D” for Depleted Strength. For an OBA RG record “P”, “N” or “S” (for Plentiful, Normal or Scarce, respectively).

Units: The number of units received in that RG of the Unit Type listed in the respective RG Chart (e.g., “12” for a Full Strength Russian Guards Rifle Coy).

SW/Gun(s) Received: As each SW/Gun for that RG is determined (RePh steps 12.6222-.6224), record the number of each Weapon type received. For a Gun Battery/Section RG simply write each Gun Caliber Size and Barrel Length of each Gun received in any convenient boxes.

Leader(s) Received: As each eligible RG’s leaders are determined (RePh step 12.6225-.6227) record the Strength Factor (A10.7) of each Leader received with that RG.

Other: This column may be used to record miscellaneous information, such as an (Offboard) Observer’s Location, Pre-Registered hex(es), MOL Capability for that CG day, etc.

On-Bd: If the RG was purchased as an On-map Setup RG, put an “O” in this box; if purchased as a Reserve RG write an “R” here; if purchased as a Dug-In (Russian) AFV Pltn put a “D” in this box.

12.622 RG STRENGTH, WEAPONS & LEADERS



12.6221 INFANTRY & AFV RG STRENGTH:²⁶

Using the Infantry Coy RG Strength Table, each player makes a separate DR for each Infantry Coy RG, and using the Pltn RG Strength table, a separate DR for each Infantry Pltn RG (including HW and MOL-P Pltn) and each AFV Pltn RG he has purchased (as well as each friendly Infantry Coy RG and Infantry/AFV Pltn RG given in an Initial Scenario OB). An Infantry Coy RG Strength is listed as (from left to right respectively): Reinforced Strength/ Full Strength/ Lightly Depleted Strength/ Moderately Depleted Strength/ Heavily Depleted Strength. An Infantry/AFV Pltn RG at Full Strength receives the number (of specified units) listed to the left of the “/” in its respective RG Chart and line; a Depleted Infantry/AFV Pltn RG receives the number listed to the right of the “/” (12.6213).

INFANTRY COY RG STRENGTH TABLE

Final DR	RG Strength
≤ 2	Reinforced Strength
3-6	Full Strength
7-8	Lightly Depleted†
9-10	Moderately Depleted
≥ 11	Heavily Depleted†

DRM:

±x Friendly Historical DRM for current CG Day.

–y As per CG scenario Balance provision in effect.

† The exponent (if any) following a Unit Strength number in a Lightly or Heavily Depleted Coy indicates the number of squads that must undergo ELR Replacement (A19.13).

INFANTRY/AFV PLTN RG STRENGTH TABLE

Final DR	RG Strength
≤ 8	Full Strength
≥ 9	Depleted

DRM:

±x Friendly Historical DRM for current CG Day.

–y As per CG scenario Balance provision in effect.



12.6222 INFANTRY COY & PLTN SW:

To determine the number of SW received by each Infantry Company and Infantry Platoon RG [EXC: for HW & MOL-P Pltn SW see 12.6223], consult the charts below. A Reinforced-Strength or Full-Strength Infantry Company, or Full Strength Infantry Platoon, receives the entire complement of SW listed for it. A (Lightly, Moderately or Heavily) Depleted Infantry Company RG or Depleted Infantry Platoon must have a Secret dr made for each SW listed as available to a Full Strength Infantry Company or Full Strength Infantry Platoon of that same type. On a Final dr of ≤ 4 the SW is in its RG’s OB; otherwise it is forfeit. Record each SW received in its appropriate column on the RG Purchase Record on that RG’s line.

GERMAN INFANTRY COMPANY/PLATOON SW CHART*

RG Type	HMG	MMG	LMG	ATR	Lt MTR	FT	DC
Rifle Coy	1	1	1@	1	1		
Stösstruppe Pltn			1				1
Pionier Pltn			1			1	2

RUSSIAN INFANTRY COMPANY/PLATOON SW CHART*

RG Type	HMG	MMG	LMG	ATR	Lt MTR	FT	DC
Gds Rifle Coy	1	1	2@	2	2		
Gds SMG Pltn			1†				1†
Rifle Coy	1	1	1@	1	1		
SMG Coy			1@	1			
NKVD Militia Coy		1†	1@	1	1†		
Storm Group Pltn			1			1	2

Depleted RG SW drm:

+1 Moderately Depleted Company RG

+2 Heavily Depleted Company RG



12.6222

Notes:

* Each SW received must set-up/enter possessed by a unit of its respective RG only during the first CG scenario in which its RG participates [EXC: if it is Retained off-map for an entire scenario].

@ A Reinforced Strength Company RG receives one additional LMG.

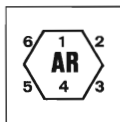
† For Guards SMG Pltn make a dr; on result of 1-3 a LMG is received, on a 4-6 a DC is received.

‡ For a NKVD Militia Coy make a dr; on a result of 1-3 a MMG is received, on a 4-6 a LtMTR is received.



12.6223 HW & MOL-P PLATOON WEAPONS: A Full-Strength HW/MOL-P Pltn receives all the Weapons and Personnel listed for it in its respective RG Chart.

If a HW Platoon is Depleted, make a Secret dr for each such Weapon: an Original dr of ≤ 3 results in that Weapon being received (along with one crew [1-2-7 for a SW; 2-2-8 for a MTR]); if ≥ 4 that Weapon and crew are forfeit. [EXC: At least two Weapons are always received with a HW Pltn RG. If the Platoon's final total is < two Weapons, ignore this result; roll again for each Weapon in the Platoon, until a final total of ≥ two are received after rolling each.] A Depleted MOL-P Platoon receives two Weapons. Each Weapon received by a HW/MOL-P Pltn must set-up/enter possessed by a unit of its respective RG only during the first CG scenario in which it participates. Record each Weapon received in its respective column on the RG Purchase Record.



12.6224 GUN BATTERY & OBA MODULE RG: To determine the Strength of each Gun Battery and each OBA Module RG purchased, make a Secret DR for each on the appropriate

table below, applying the appropriate DRM listed in the Historical DRM Chart (12.6182). Record the Strength of the RG in the "STR." column of the RG Purchase Record on that RG's line.

GERMAN OBA TABLE

Final DR	Ammo
≤ 4	Plentiful
5-8	Normal
≥ 9	Scarce

RUSSIAN OBA TABLE

Final DR	Ammo
≤ 2	Plentiful
3-7	Normal
≥ 8	Scarce

GUN BATTERY TABLE

Final DR	Strength
≤ 7	Full
≥ 8	-1 each type*

Gun Battery and OBA Tables' DRM:

- ±x Friendly Historical DRM for current CG Day.
- y As per CG scenario Balance provision in effect.

* A depleted Battery receives one less of each type of Gun listed in its respective RG chart.



12.6225 LEADER DETERMINATION: For each Infantry Company/Platoon [EXC: HW/MOL-P Pltn] RG purchased (or OB-given), make a secret DR on the appropriate table below to determine the number and type(s) of Leaders received for that Company/Platoon. Each Infantry leader must set up/enter stacked with a MMC of his respective RG only during the first CG scenario in which he participates [EXC: if he is Retained off-map for an entire scenario or if he sets up possessing a radio/field phone as per SSR CG6].

PLATOON LEADER TABLE

Final DR	German Leader Received	Russian@ Leader Received
1	10-3	10-3
2	10-2	10-2
3	9-2	9-2
4	9-2	9-1
5-6	9-1	8-1
7-8	8-1	8-0
9	8-0	8-0
10	8-0	7-0
11	7-0	6+1
≥12	6+1	none

DRM:

- 1 Storm Group Pltn
- 1 Stösstruppe Pltn
- +1 Depleted

@ Russian RG must make a dr ≤ 4 in order to roll on this table.

GERMAN COMPANY LEADER TABLE

Final DR	Leaders Received †
1	10-3, 9-1, 8-0
2	10-2, 9-1, 8-0
3	10-2, 8-1, 7-0
4	9-2, 9-1, 8-0
5	9-2, 8-1, 7-0
6	9-1, 8-1, 8-0
7	9-1, 8-1, 7-0
8	8-1, 8-0, 7-0
9	9-1, 8-0
10	8-1, 8-0
11	8-1, 7-0
12	8-0, 7-0
≥13	8-0, 6+1

DRM:

- 1 Reinforced Strength Coy
- +1 Moderately Depleted Coy
- +2 Heavily Depleted Coy

† A Reinforced Strength Rifle Company receives an extra 7-0 leader.



RUSSIAN COMPANY LEADER TABLE

Final DR	Leader(s) Received* †	
≤ 1	10-3, 9-1, 8-0	{10-0, 9-0, 8+1}
2	10-2, 8-1	{10-0 x2}
3	9-2, 9-1	{10-0, 9-0}
4	9-2, 8-1	{9-0 x2}
5	9-1, 8-0	{10-0, 8+1}
6	9-1, 7-0	{9-0, 8+1}
7	8-1, 8-0	{10-0}
8	8-0, 7-0	{10-0}
9	9-1	{9-0}
10	8-1	{9-0}
11	8-0	{9-0}
12	7-0	{8+1}
≥13	6+1	{8+1}

DRM:

- 1 Guards Rifle Coy
- 1 Reinforced Strength Coy
- +1 SMG Coy
- +1 Lightly Depleted Coy
- +2 Moderately Depleted Coy
- +3 Heavily Depleted Coy

* NKVD Militia Coy Leader(s) [i.e., Commissars] are in brackets.

† A Reinforced Strength Guards Rifle Coy or Rifle Coy receives an extra 7-0 leader.



12.6226 COMMISSARS: The normal limit of two Commissars per scenario (A25.22) does not apply. After all Infantry Coy RG have been purchased and all leaders for them have been determined, a number of these *new* leaders ≤ the number of Infantry Coy RG purchased in the current CG Day's RePh may be exchanged for Commissars [EXC: Commissar exchange is NA if the number of Commissars would currently exceed one per each twelve (FRD) squads (including HS equivalents) in the total Russian OB].



12.6227 ARMOR LEADERS: For each AFV platoon [EXC: *leichte FlaK Pltn*] received (even if Depleted), that side must make a DR on the following table to determine the crew's quality. Each armor leader received for an AFV platoon must begin each scenario in an AFV of that platoon if possible (and accompanies that platoon if it is Redeplayed; 12.6162).

ARMOR LEADER TABLE

Final DR	Armor Leader
≤ 2	10-2
3	9-2
4	9-1
5	8-1
6-11	—
≥12	Inexperienced*

DRM:

- 1 German
- +1 Russian

*All AFV of that Platoon have Inexperienced Crews (D3.45).



12.623 PURCHASING FORTIFICATIONS: Fortifications, which are received by spending FPP, may be purchased on each CG Day if the player has the requisite FPP (purchased in RePh step 12.621). *All FPP unspent upon the completion of this step are forfeit.* As fortifications are selected, the specific type (and strength, if mines) must be recorded on the CG Roster in the "Fortifications" area. However, the actual on-map positioning of Fortifications may be deferred until that side sets up for the next CG scenario.

FORTIFICATION PURCHASE TABLE

Fortification Type	FPP Cost
Foxhole ¹	3/2/1 ¹
Trench ¹	7
A-T Ditch ^R	21
A-P Mine	1/3 per factor ²
A-T Mine	3/9 per factor ^{2,3}
Roadblock ¹	12
Wire	15
Pillbox ^R	(a + b + c) x3 ⁴
Fortified Building ^{FI}	10 ⁵
Tunnel	30
HIP ^{FI}	5/3/2/1/1 ⁶
"?" ^{FI}	1 ⁷
Booby Traps ^R	40 ⁸
Set DC (A23.7) ^F	15 ⁹
Battalion Strongpoint ^{FIR}	30 ¹⁰

- ¹ For 3-, 2- and 1-squad capacity, respectively.
- ² German/Russian FPP cost respectively. Each side may spend ≤ 90 FPP per CG Day on mines. During setup, the strength of friendly-Controlled, pre-existing minefields may be increased by adding extra A-P/A-T mine factors to them (though only in allowed increments and to allowed maximums). Minefields may not be decreased in this manner. Minefield factors purchased on the above Table may never be exchanged for Booby Trap capability/increase (B28.9).
- ³ Includes Daisy Chain.
- ⁴ Add the Capacity, CA DRM and NCA DRM, and multiply the sum by three.
- ⁵ Per building Location. A VotG CG Fortified Building Location is never exchangeable for a Tunnel.
- ⁶ AFV/squad/HS/crew/SMC cost respectively. No more than 10% (FRU) of a side's non-Reserve Infantry squads (plus all SW/SMC set up with them in the same Location) may set up using HIP in a daytime scenario. In a night scenario the Russian may freely set up ≤ 10% of his non-Reserve Infantry squads (plus all SW/SMC set up with them in the same Location) using HIP. Only the Russian may set up AFV using HIP, and must do so as per D9.5; see also Russian RG Chart note "w". Guns, and their manning crew may freely set up using HIP, as per A12.34. Neither side may purchase HIP for Cloaked Reserve units/"?"⁷.
- ⁷ May be used as Dummy Reserve Cloaking counters (12.6214b). See also SSR CG15, 12.4.
- ⁸ Increases pre-existing Level to next Level (Level C to B; Level B to A). Booby Traps affect all non-Aerial Locations on the VotG map, and are triggered only by appropriate German TC.
- ⁹ Prior to play, a Retained DC (or a DC granted to an Infantry Company/Platoon setting up on-map) may be set up using HIP in a friendly-Controlled building /rubble/ bridge/ pillbox/



12.623

trench Location as a Set DC. Its setup Location must be recorded at that time, as must the ID of the “detonating” Infantry unit. Searching (A12.152) can reveal, and Random SW Destruction can Eliminate, a hidden Set DC.

¹⁰ See CG11.1b. Cost is 30FPP per each *hex* the building occupies; this does not include the cost of fortifying the ground-level building Locations, which must be purchased separately.

^F Only those Fortifications marked with a “F” may be set up in a Front Line Location. A TC taken in a Front Line Location can still cause a Booby Trap attack in the normal manner.

¹ These are the only Fortifications that may be added to an Isolated Location.

^R Only the Russian may purchase this Fortification type.

12.624 RECONNAISSANCE: Each side may now make a Recon dr, provided it first expends the required CPP for this purpose. If Recon can be purchased, that side deducts one (or two, for beneficial drm on its Recon dr) from its current CPP total (presently shown in the CG Roster’s “Left” column) and records the new total in the “Start” column of the *next* CG Day. If a side cannot or opts not to use Recon, its current CPP total is simply copied in the “Start” column of the *next* CG Day. The number in the “Start” column always shows the side’s CPP total at the start of that CG Day.

A Recon Final dr is the number of *Locations* which the opponent must reveal units and Fortifications (including Fortified Building Locations) in, if in fact he had set up in them. The Recon dr is modified by the following drm based on the reconnoitering side’s Majority Squad Type. In a Night scenario, the Russians’ Recon Final dr is *doubled* after all modifications.

drm:

Spent 2 CPP	+3
Russian	+1
Stealthy	+1
Lax	-1

The *number* of Locations that may be reconnoitered on each CG Day is recorded on the CG Roster sheet in the “Recon” column for the current CG Day, as the process of inspection does not occur until all on-map units have been set up for the next CG scenario. See 12.6265 for further information on the effects of Recon.

12.625 INITIATIVE DETERMINATION: Each side selects its Initiative for the present CG Day, either to “Attack” or stand “Idle”, representing its desired tactical plans [EXC: *if the Russian has chosen to conduct a Counterattack (12.613; 12.6253), then the German is automatically “Idle”*].

12.6251 RUSSIAN ATTACK LIMITS: The Russian is allotted a finite number of Attack chits for each CG as follows: CG I: 4 Attack chits; CG II: 5 Attack chits; CG III: 2 Attack chits; CG IV: 8 Attack chits. The Russian may use the Attack chits freely but is limited to *one Attack chit per CG Day*.

12.6252 PROCEDURE: Each side takes its respective Initiative chit and secretly places it on the playing area, hidden from the opponent’s view, with the chit’s face-up side displaying the side’s choice for the next CG scenario [EXC: *if the Russian has chosen to conduct a Counterattack (12.613; 12.6253), a Russian Assault scenario is automatically generated*]. The selections are then revealed simultaneously and cross-indexed on the following matrix to determine if a new CG scenario is generated and, if so, what type it will be.

INITIATIVE MATRIX

Chit Selected	Russian Attack	Russian Idle
German Attack	Dual Attack ¹	German Assault ¹
German Idle	Russian Assault ¹	Idle Day ²

¹ Scenario generated; consult proper scenario type below for further information.

² No scenario is generated for this Day; repeat RePh steps 12.614-.6253 until the next scenario is generated.

12.6253 SCENARIO TYPES:

Dual Attack: Represents a CG Day when both sides have planned offensive action. Make a dr to determine which side sets up first: if ≤ 3 the Russians do; otherwise the Germans do. The side *moving* first, however, is not determined until *after all setup is complete* (RePh step 12.627).

German Assault: On this CG Day the German side is on the offensive. The Russian sets up first, German moves first.

Russian Assault: On this CG day the Russian takes the offensive. The German sets up first; Russian moves first. At the Russian side’s option, *this* CG scenario can be a Night scenario. See 12.6254.

Russian Counterattack:²⁷ On this CG day the Russian attempts to regain the initiative by following a German assault with a counterattack. On any CG day in which a German Assault scenario has been played the Russian has the option of expending an Attack chit to conduct a Russian Counterattack scenario immediately following the German Assault scenario; this will generate a *second CG scenario on that same CG Day*. The Russian must declare his intent to conduct such an attack in RePh step 12.613, after which the RePh is completed minus the following steps: 12.614, 12.615d, 12.615e, 12.615f, 12.619 and 12.620. At the Russian side’s option, *this* CG scenario can be a Night scenario (see 12.6254). The German is automatically “Idle” for this scenario.

In a Russian Counterattack scenario, during RePh step 12.618 the number of CPP the German receives is *halved* (FRU); while the Russian may replenish its CPP normally [EXC: *if current CG day is the final Day of the CG, the number of CPP the Russian receives is halved* (FRU)]. In the RePh step 12.618 immediately following the scenario the number of CPP the Russian receives is *halved* (FRU), while the German may replenish its CPP normally.

Idle Day: Represents a CG Day in which both sides have chosen to remain relatively inactive, regrouping for the next attack. Repeat RePh steps 12.614-.6253 until the next CG scenario is generated.

12.6254 RUSSIAN NIGHT ASSAULT: If a “Russian Assault” or “Russian Counterattack” CG scenario has been generated, the Russian may declare it to be a Night scenario (E1.). In such a scenario, the Russians are always the Scenario Attacker and the Germans always the Scenario Defender, despite both sides setting up on/off-map. Reinforcements entering from off-map always have Freedom of Movement (E1.21). Determine the Cloud Cover and initial Base NVR as per E1.11 [EXC: *use the historical Moon Phase listing on the Moon column of the CG Roster*]. Note that a result of Overcast on the NVR table does *not* invoke E3.5; Overcast weather does invoke E3.5, and also makes the Cloud Cover





FOOTNOTES

V

Overcast and the Moon Phase irrelevant. In a Night scenario the German ELR is always considered to be one less than the current ELR listed for the current CG Day in the “ELR” column of the CG Roster.

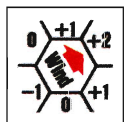
12.6255 **VotG CG SCENARIO VICTORY CONDITIONS:**²⁸

The following Victory Conditions apply to the pertinent type of CG scenario (as determined in 12.6253) [EXC: see 12.51 regarding Scenario Victory Conditions for CG I scenarios]. However, the Victory Conditions for each CG’s Initial Scenario, as well as those for each CG, are given with other information for the respective CG and its Initial Scenario (12.51-12.54).

Dual Attack: The Germans win if at scenario end they have amassed more VP than the Russians. Each side receives Casualty VP, and also receives one VP for each Stone Hex that it currently Controls but that was Controlled by the opponent at scenario start.

German Assault or Russian Assault/Counterattack: The Russian wins any “Assault” scenario if he Controls all Stone Hexes and all existing Ferry Landings. Otherwise the Attacker wins if at scenario end he Controls ≥ 20 (if German) or ≥ 10 (if Russian) more Stone Hexes than he started with or if he has amassed at least twice as many Casualty VP as his opponent.

12.626 WIND & UNIT SETUP



12.6261 WIND: Prior to setup, roll for Wind Force/Direction (B25.63-.64). If a Mild Breeze results and there is ≥ 1 Blaze on-map (12.6107), place Drifting Smoke counters immediately.

12.6262 ISOLATED UNIT SETUP: The side that sets up first (RePh step 12.6253) sets up all its Isolated Retained units/Equipment (if any), followed by the other side which does likewise (see also 12.4, CG15). In an Isolated Area (12.607), each unit may set up only in the Location in which it ended the previous scenario (as per 12.6081) or ADJACENT to that Location in a friendly-Controlled Strategic Location [EXC: a Gun/AFV in Fortified-Building-Location/Pillbox and immobile/Abandoned vehicle may not be moved]. The Recovery of unpossessed Equipment may be attempted before play begins only if a unit sets up in its Location.

For a list of the types of Fortifications that may be added to an Isolated Area see Footnote “†” of the Fortification Purchase Table (12.623). A radio/field-phone may never be set up in an Isolated Location. All isolated units and Weapons suffer Ammunition Shortage (A19.131) [EXC: Captured Weapons; A21.11].

12.6263 AMMUNITION SHORTAGE REMOVAL: When a Good Order Isolated Infantry unit suffering from Ammunition Shortage begins a Friendly Player Turn in the same Location as a friendly Good Order armed Infantry MMC (that is not itself suffering from Ammunition Shortage) whose US# is \geq that Isolated unit’s, its Ammunition Shortage ceases to exist at the end of that Player Turn provided both units become TI and remain in Good Order throughout that Player Turn. A MG’s Ammunition Shortage is removed whenever it is possessed by a Good Order, armed MMC not suffering from Ammunition Shortage. All other Weapons suffering from Ammunition Shortage can lose that status only by ending a CG scenario non-Isolated (12.6159). Note that Ammunition Shortage does not apply to the use of a captured Weapon (A21.11).

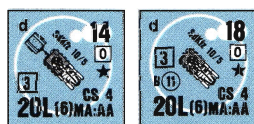
12.6264 NON-ISOLATED UNIT SETUP: The side setting up first may set up the remainder of its Retained units, Equipment, purchased Fortifications, and on-map setup RG in non-Isolated friendly-Perimeter-Area Locations [EXC: Only those Fortifications marked with the “F” footnote on the 12.623 Fortification Purchase Table may be set up in a friendly Front Line Location].

Retained-units/RG not set up on the map may enter as per SSR CG9 (12.4); those kept completely out of play are still Retained for the next CG scenario [EXC: An AFV Platoon RG is subject to Redeployment (12.6162) if any unit of it has been on the map in any CG scenario]. While setting up units/Equipment, the side also now determines in what specific Locations their Fortifications (12.623) are to be set up in by writing the Locations in the respective boxes on the RG Roster sheet, under “Fortifications”. Once the side setting up first has completed its setup, the other side follows the same procedure. Once all setup is complete, the German may remove any TI counter(s) from units that were Interdicting Ferry Landings.

12.6265 RECON INSPECTION: After all setup is complete, each side may declare the Location(s) they wish to reconnoiter (12.624), if any. Each reconned Location must be \leq four hexes from the nearest friendly-Controlled hex [EXC: in a Night scenario the Russians may reconnoiter Locations that are \leq eight hexes from the nearest friendly-Controlled hex]. The sides take turns declaring one Location at a time, with the Russians declaring first. “Reconned” hidden units are placed in their setup Locations concealed. The opponent also receives Right of Inspection of those units (A12.16), regardless of enemy LOS. If any hidden Fortifications are in the Location, they must be revealed and placed on-map [EXC: neither tunnels nor the type/strength of mines are revealed (see 12.6083)]. All inspected stacks in Concealment terrain may regain any “?” they previously had, regardless of enemy LOS.

12.627 SCENARIO COMMENCEMENT: Players are now ready to begin the next CG scenario. Both sides announce their current ELR and SAN. If preparing for a Dual Attack scenario (only), determine which side moves first (if preparing to play an Assault scenario, the side setting up second always moves first; 12.6253) by making a dr. If that dr is ≤ 3 the Russians move first; otherwise the Germans do.

GERMAN VEHICLE NOTES:



88.1 SdKfz 10/5: The later versions of the SdKfz 10/4 were equipped with the newer 2.0cm FlaK 38 AA gun; these unpunned versions of the SdKfz 10/4 were given the designation SdKfz 10/5.

For added protection, 8mm armor plate was added to the front of the vehicle cab and gunshield beginning in late 1942. In 1943 the number of crewmen was reduced from six to four. Photographic evidence and tactical use suggests that leichte FlaK units participating in the street fighting in Stalingrad were likely equipped with SdKfz 10/5.

† These are partially Armored AFV, with armor only on their front Target Facing.

See also German Vehicle Notes A, D.

FOOTNOTES:

1. **VotG2. SEWERS:** General Chuikov noted that due to the unfamiliarity with the sewer system in central Stalingrad, sewer movement was not used with the regularity seen later in the battle for the factories (where the workers were very familiar with the sewer system).

2. **VotG17. INTERROGATION:** There are many accounts of civilians providing important information to the Russians regarding German unit identification or impending attacks, as well as providing the Germans with “mis-information”.

3. **VotG18. AA HALFTRACKS:** The Germans used light FlaK units to directly support the Landers in their assault on central Stalingrad. Allowing the AA half-tracks to participate in fire-



FOOTNOTES

groups reflects the tactical application of working close with the infantry.

4. *VotG22. NKVD MMC:* The NKVD Internal Security Troops were Stalin's equivalent of the SS. They were greatly feared and were used to provide security to rear areas and give "backbone" to the regular army units. In Stalingrad they not only patrolled the rear areas and river crossings, but also provided several regiments of lightly-armed militia to help defend the city. While not trained combat troops, the NKVD usually fought with grim fanaticism (as well documented in the battles for Rostov and Voronezh). Thus, an NKVD MMC's strength lies in its morale benefits, while its combat deficiencies are reflected by its 2nd-Line status and the lack of Assault Fire normally associated with SMG-armed squads. Their leaders are represented by Commissars rather than regular leaders, reflecting political motivation as opposed to the combat efficiency normally attributed to negative leadership modifiers. Like all other Soviet troops, the NKVD MMC are subject to a Commissar's wrath if they fail to rally. While this may seem harsh for ELR:5 troops, having NKVD troops failing to rally would set a poor example and thus would not be tolerated by a Commissar.

5. *VotG25. NIGHT:* The Germans ruled supreme in the daytime with their overwhelming aerial, armor and artillery support. When night came however, it was the Russians who were the master, using their stealth and reconnaissance skills to strike back at the Germans, who were nowhere near as proficient at fighting in the darkness. To reflect the significant edge the Russians wielded in night combat, they are given an expanded reconnaissance capability and free 10% HIP. The Germans are accordingly penalized for their poor performance at night by losing the free HIP normally afforded a Scenario Defender, and by being Lax; to retain some of the fog of war inherent to a night scenario, the Germans still receive the extra dummies, concealment and HIP SMC/SWs.

6. *4. RAIL CARS:* The many railroad tracks and sidings of the *Stalingrad-1* Rail Station were crowded with rolling stock, much of it twisted wreckage and burnt-out from the fierce aerial bombardments of late August and early September 1942. The maze of rail cars provided many a good hiding place for snipers and isolated pockets of resistance which would give the Germans problems right to the end of the battle.

7. *5.2 PARTIALLY COLLAPSED BUILDING:* The devastating German aerial bombardments in the weeks prior to the battle left much of the downtown area in ruins, with the tortured landscape taking on a surreal appearance due to the large amount of rubble with jagged portions of walls left standing.

8. *6. *VotG* FACTORIES:* It was necessary to differentiate the many loading platforms, warehouses and rail station buildings, etc. that were present in the central city from RB-type factories. The warehouse type buildings, while having many factory-like characteristics, often had no vehicular entrances and were more likely to have loading docks, etc.

9. *7. GUTTED BUILDINGS:* One of the nastier aspects of the *Luftwaffe* attacks on the city was the many incendiary devices that were used, starting a conflagration that swept through both the residential and business districts. Most of the wooden residential areas were razed by the fire, but many of the sturdier concrete buildings of the business district remained standing even after having been gutted. The shells of the reinforced concrete buildings that survived (including the upper floors) became the site of many a struggle, as the Soviets turned them into fortresses while the Germans often used them as strongpoints from which their machine guns would harass the enemy.

10. *10. CITY SQUARES:* The excellent defensive barrier offered by the many city squares in downtown Stalingrad was well

utilized by the Soviets. The Square of Fallen Heroes ("Red Square"), the Station Square and in particular 9th January Square would see much of the fighting focused around them.

11. *12. VALOR OF THE GUARDS CAMPAIGN GAMES:* Although the fighting for central Stalingrad lasted from September right until the German surrender at the end of January 1943, the *VotG* Campaign Games focus on the first two weeks of the battle, when most of the offensive action took place. The fighting began to die down after September 24th, and after September 27th, basically entered into a stalemate. From October onwards, there would be occasional flare-ups in the fighting, mostly around 9th January Square, but nothing approaching the intensity of the initial two weeks in September.

12. *CG11 RUSSIAN FANATIC STRONGPOINTS:* There are many well documented accounts of the fanaticism of Russian units in the defense of central Stalingrad. The NKVD strongpoints were instrumental in halting the German advance early in the battle, and the fanatic resistance in buildings such as the Rail Station, the Nail Factory and Pavlov's House (to name a few) has become legendary. The ability to purchase fanatic strongpoints allows the Russian player to re-write history and decide where he will allocate resources to make a determined stand.

13. *CG12 FERRY LANDING:* The Ferry Landings are an important feature of *VotG*, and in fact were the primary goal of the German 6th Army in central Stalingrad. The central landing stage was the main river crossing point for the Russian 62nd Army and thus the main source of its supplies and reinforcements. Once the capture of the central landing stage was imminent the Russians began to utilize other secondary crossings, but during the critical first week of the fighting it was the ferry landings in central Stalingrad that were the life-line for the 62nd Army.

14. *RUSSIAN BONUS CPP:* Historically, the Russian 13th Guards Rifle Division landed and counterattacked on the nights of 14-15 and 15-16 September. The one-time 10 CPP bonus (7 CPP in CGI) the Russian receives enables him to simulate this event, which otherwise would be difficult to portray given the higher cost of Guards RG-type units and the limited CPP available during a typical CPP Replenishment step.

15. *12.6151 AFV RECOVERY & FIELD MAINTENANCE:* The Germans were renowned for the skilled field maintenance organization of their armored units. The records show that in spite of the heavy fighting in central Stalingrad, the 244th and 245th *Sturmgeschütz* detachments were able to maintain a constant combat strength throughout the battle, with very few total losses. The Russian tank units also managed to keep their vehicles fit for action during the battle.

16. *12.616 ARMOR RECALL & REDEPLOYMENT:* The few armored units that were present were directly attached to the Infantry formations fighting in central Stalingrad, and as a result AFV RGs are never permanently removed from play. Thus, when an AFV platoon is "redeployed", it has been temporarily shifted just off the map area supporting other elements of the division, with the possibility of returning to the player's OB at some point in the future. Towards the latter stages of the *VotG* CG III and CG IV, the *Sturmgeschütz* units historically began to shift north to support the attack on the factory district, so beginning September 25th, the German is apt to see his armor support start disappearing.

17. *12.6181 GERMAN SUPPORT CPP:* During the assault on central Stalingrad the Germans relied heavily on armor, aerial and artillery support. As these are expensive options CPP-wise, it is necessary for the German to receive extra CPP to aid in their purchase.

18. *RUSSIAN NIGHT BOMBER:* Due to the German command of the skies during daylight, the Russians resorted to conducting



V

most of their air operations at night. While the Russian used more modern and effective bombers to strike at the German rear areas and airfields, they employed old PO-2 biplanes to attack the German infantry in the frontlines. Crewed by female pilots dubbed the “Night Witches” they would harass the exhausted German infantry, allowing them little respite during the hours of darkness. To abstractly represent the effect of the Russian night bombers a +1 DRM for each night scenario is applied to the German ELR Loss/Gain DR.

19. STUKA II & AERIAL BOMBARDMENT RGs: During daylight the total air supremacy enjoyed by the Germans allowed unhindered and devastating tactical air support of the ground attack. The medium-level bombers and above all the *Stukas* would hammer anything that moved in the streets, and would be called on to pulverize entire blocks to root out the stubborn Russian defenders. In order to show the overwhelming impact of the *Luftwaffe* on the fighting in central Stalingrad, the German now has the new Aerial Bombardment and the Stuka II RG types, in addition to the familiar Stuka I RG. The Aerial Bombardment also helps to fill the void left by the noticeable dearth of Rocket OBA, as the 71st and 295th Infanterie Divisions were only supported by a single heavy *Nebelwerfer* regiment which was suffering from ammunition shortage.

20. STÖSSSTRUPPE & PIONIER PLTN RGs: In an attempt to adapt to the brutal nature of the close quarter combat in Stalingrad, the Germans resurrected the *Stössstruppe* or “storm wedge” tactics of World War 1. These small platoons were generally well led and comprised of volunteers armed with automatic weapons and explosive charges. These were the precursor to the *Sturmkompanien* that were used later in the factory battles, however there are several accounts in central Stalingrad of large groups of “tommy-gunners” conducting assaults; in any event, players can form their own “*Sturmkompanie*” by purchasing several of the *Stössstruppe* platoons. The *Pionier* Pltn represents the divisional and regimental Pionier units rather than the specialist *Sturmpioniere* that were employed in the factory district. The *Pionier* platoons were often parceled out to the regiments and companies as needed.

21. TD BATTERY RG: The Russians referred to the 76L anti-tank batteries as “Tank Destroyer” units, which were usually found in independent TD regiments. The 62nd Army had large numbers of these at the start of the battle, but most were lost in the initial attacks on the outskirts of Stalingrad. Many of the TDs lost in the attack were put to use by the Germans; Infanterie Divisions 71 and 295 had several PaK batteries equipped with captured Russian 76L ART guns. The token presence of TD batteries in the Russian OB represents the few remnants that had fallen back into the city.

22. CGI HISTORICAL ARMORED ATTACK: In CGI, the reduced CPP cost of German armor-type RG on 16 Sept, presents the German player with the option of recreating the huge armored attack that historically took place, which due to normal CPP constraints would otherwise be impossible to duplicate.

23. STORM GROUP & GUARDS SMG PLTN RGs: The Russian answer to the new small unit tactics required in Stalingrad was the “Storm Group”. Storm Groups consisted of small platoon-size assault units equipped primarily with submachineguns and grenades but also included engineers, sappers, flame-throwers and demolition charges, and were usually well supported by heavier weapons. Russian Guards SMG platoons also give the Russian player some tactical flexibility, allowing him to augment the Storm Groups, or to reinforce a Rifle company. All other Russian Infantry RGs are company-sized (per normal Soviet tactical doctrine).

FOOTNOTES

24. NKVD MILITIA COY RG: The Companies of the 10th NKVD Division consisted of a cadre of NKVD troops with the ranks fleshed out by conscripts and local militia.

25. 12.6217 RG ENTRY CODE: The entry codes define the historical availability and initial area of operation for the various Russian and German units that participated in the battle. This can also be useful when dividing up forces for team play in *VotG Campaign Games*.

26. 12.6221 INFANTRY & AFV RG STRENGTH: The variable strength levels for company RGs tend to reflect that many, if not most formations were depleted to some degree. The German units were exhausted and understrength from the rigorous summer campaign and were suffering mounting casualties as they advanced through the suburbs approaching the downtown district. Many Russian units were severely mauled fighting in the outskirts of the city, and reinforcements suffered heavy losses crossing the Volga under vicious fire. The Strength Table also allows the rewarding possibility of receiving a company RG at a reinforced strength level.

27. 12.6253 RUSSIAN COUNTERATTACK: What with the short duration of the CGs and the likelihood of few German Idle days, the Russian Counterattack option gives the Russian player the ability to conduct counterattacks as the 62nd Army historically did, and attempt to regain some initiative. It also introduces the ebb and flow feel that the fighting took on, as occurred around the Rail Station.

28. 12.6255 *VotG* CG SCENARIO VICTORY CONDITIONS: Stone Hexes are used for Victory Conditions instead of Stone Locations for several reasons. For one, the large number of Stone Locations on the *VotG* map are hard to keep track of, making it much easier to count the smaller number of hexes. Also, the number of Stone Hexes will remain basically the same (except for the occasional rubble spread), while the total number of Stone Locations could vary greatly due to rubble. The Ferry Landings also become an important consideration as they rightly should, their capture being the primary goal of the thrust to the Volga.

**VALOR OF THE GUARDS CREDITS****ORIGINAL CONCEPT:** Don Petros**DESIGN & DEVELOPMENT:** Tom Morin**HISTORICAL RESEARCH:** Tom Morin, Jason Mark, Mark Holoboski**MAP:** Don Petros**LAYOUT:** Charlie Kibler, Derek Spurlock, and Multi-Man Publishing**SCENARIOS:** Tom Morin, Ralph McDonald, Kiri Naiman, Vic Provost, Michael A. Balis**MODULE MVP:** Ralph McDonald**PLAYTEST MVP:** Charlie Hamilton (honorable mention: Michael A. Balis, Richie Crowe, Mike Allexenberg).

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Dedicated to the memory of my buddies "Bear" and "Gizmo".

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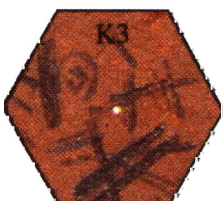
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O. RED BARRICADES

ORDER OF PRESENTATION:

1. Debris
2. Printed Rubble
5. *RB* Factories
6. *RB* Cellars
8. Gully Entrance Hexside
10. MOL-Projector

These Chapter O rules from *Red Barricades* are referenced in the rules for *Valor of the Guards*. They are re-printed here for the convenience of players who might not have *RB* and contain no changes from the 2000 edition of *RB*. Only those Chapter O rules actually needed for *VotG* have been re-printed here.



1. DEBRIS

1.1 DEBRIS:¹ (EX: hex K3) is Inherent Terrain (B.6) [EXC: if in a Factory; 5.41] and also Concealment Terrain (A12.12). It has a +1 TEM and is a Half-level LOS Hindrance (both of which are cumulative with Factory TEM/Hindrance [EXC: see 5.41]). Debris may not be Kindled, nor may a Blaze spread to it; however, debris in a Roofless Factory Hex (EX: S13) can catch Fire along with the building Location (which may still be Kindled in the normal manner [EXC: *Gutted*; 5.51]). Debris may not be created during play.

1.2 MF/MP: Infantry must expend one MF+COT to enter a debris Location. The only vehicle type that may enter debris is a fully-tracked AFV, which does so by expending $\frac{1}{4}$ (FRU) of its MP allotment and taking a Bog Check with a +1 DRM (and an additional +1 Bog DRM for entry of a Factory Location if applicable) [EXC to all: if *Bypassing a Factory debris Location*; 5.42]. Dash (A4.63), road bonus (B3.4) and the $\frac{1}{2}$ -MP road rate are NA in a road hex covered by debris except via a TB (O.1). Q&A

1.3 FORTIFICATIONS: A Fortification may exist in a debris Location unless other terrain/Fortification(s) therein prohibit it.

EX: Debris hex K3 may contain Wire/Mines/Entrenchment/Pillbox. Debris-road hex D15 may contain Wire/Roadblock/Pillbox/non-hidden Mines. Interior Factory debris hex R12 may contain no Fortifications—but could be designated as a Fortified Building Location.

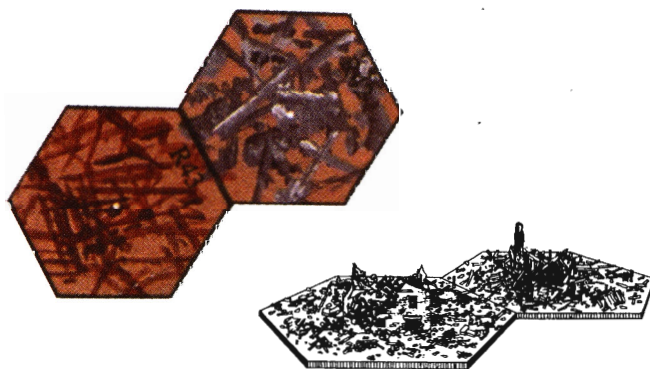
1.4 RUBBLE: Rubble created in, or falling (B24.12) into, any debris Location turns it into a Rubble (not debris) Location.

1.5 CLEARANCE: Debris may be Cleared [EXC: *Factory debris*; 5.41] as if the Location were Fallen rubble (3.2; B24.71). However, debris may not be totally Cleared from a hex contrary to the last sentence of B24.71.

1.6 MANHOLES: A printed/inherent Manhole in a debris Location is usable.

1.7 AERIAL: There is a +1 DRM to a Sighting TC vs a unit in debris [EXC: if in a *Roofless Factory Hex*; 5.47].

1.8 CA CHANGE: The Case A TH DRM (C5.11) is not doubled for being in debris [EXC: if also in a *Factory Location*; 5.41].



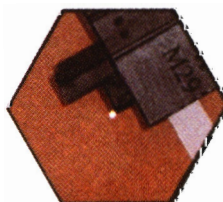
3. PRINTED RUBBLE

3.1 The *RB* map depicts numerous printed rubble Locations (EX: hex R42 contains printed stone rubble; hex R43 contains printed wooden rubble), all of which are treated exactly as if a corresponding rubble counter were in that Location [EXC: 3.2]. Ignore small portions of the artwork extending across a hexside into an adjacent non-rubble Location; the presence of these fragments serves only to reinforce the fact that, as Inherent Terrain rubble blocks all same-level LOS traced along the rubble hexside.

3.2 CLEARANCE: For Clearance purposes (B24.71), the only printed rubble that is considered Fallen is that which lies in a road or gully Location. Furthermore, the last sentence of B24.71 is negated for all *RB* scenarios.

3.3 CELLARS: Printed rubble Locations never have a *RB* Cellar Location “beneath” them (6.6).

5. RED BARRICADES FACTORIES



5.1 Each building on the *RB* map that has \geq one road entering it is a Factory. No others are Factories. Normal Factory rules apply to all *RB* Factories except as amended below.

EX: Building O40 is a Factory due to having a road enter it in hex O41. Building L27 is a Factory due to having roads enter it in hexes M27 and M29.

5.2 VEHICULAR-SIZED ENTRANCE: A non-rubbled *RB* Factory Location that has a road entering it (EX: hex M29) is considered a Vehicular-Sized Entrance (B23.742; see also O.4-4C).

5.3 FACTORY INTERIOR WALLS: A thick black bar covering a hexside (EX: K12-L13) or partial hexside (EX: J13-K13) in the interior of some *RB* Factories represents a massive interior wall similar-to the black-bar hexside of a Rowhouse (B23.71). It is considered to extend from the Base Level of the Location to the underside of the roof (even if the roof itself does not exist).

EX: The Factory Interior Walls of a $1\frac{1}{2}$ -level Factory are $1\frac{1}{2}$ level high, even where no roof exists.

5.31 LOS: The black-bar depiction, as well as the hexside itself (inclusive of vertices) lying within the building depiction, represents the Factory Interior Wall and blocks all LOS along/through it unless the viewing/viewed unit is at a level \geq the top of that Interior Factory Wall [EXC: *Breach*, 5.33; if *Rubbled*, 5.34]. In a *Roofless Factory* one or more hexes directly “behind” such a black bar can also be Blind Hexes to higher-level LOS.

EX: See the illustration for the second 5.43 example. At Ground level,



5.31

LOS from K15 to L16 and from L15 to K17 is blocked by the **black** bar along the L15-K16 hexside. However, ground-level LOS from J18 to K20 does exist since the **black** bar does not cover the J18-J19-K19 vertex. See entries for “**Squad A**”, “**Squad C**” and “**Squad F**” in the this EX.

5.311 FACTORY NVR: In a Night scenario, a (non-Sewer/non-rooftop) unit in a Factory tracing its LOS completely within that Factory building's depiction always has its NVR to *roofed* Locations of that building limited to the first roofed Location its LOS enters [EXC: *as altered by Illumination/lower-NVR*].

5.32 MOVEMENT: A ground-level unit may move/rout/advance/Withdraw from-Melee across a Factory Interior Wall only via “bypass” (as per B23.71) along an *exterior* vertex (i.e., one “outside” the Factory building depiction) or via a Breach (5.33).

EX: See the illustration for the second 5.43 example. Squad J in hex K19 may directly enter J18 only by using bypass along the J18-J19-K19 vertex or via a Breach in hexside J18-K19.



5.33 BREACH: A Factory Interior Wall, even if part of a Fortified Building Location, may be Breached by a DC as per B23.711, or by any AFV using the mechanics of B9.541. Q&A

5.331 EFFECTS: Once a Factory Interior Wall hexside has been Breached, that hexside's effects remain unchanged except as follows: Q&A

- units may move/rout/advance/Withdraw from-Melee (including to a Fortified Building Location), and same-level (only) LOS may be drawn, across it *as if it were a wall* (exclusive of its vertices, whose status remains unchanged by the Breach);
- the *Inherent* FP (only) of a unit/FG firing through such a Breached hexside is halved as Area Fire if the total US# of the unit(s) currently firing is ≥ 3 ;
- only one Gun (whether vehicular or not) per Location may fire through such a Breached hexside per Game Turn;
- such a Breached hexside may be crossed only if the total US# of all units that have crossed it during the current phase, plus the US# of the unit currently wishing to cross it, is ≤ 5 .

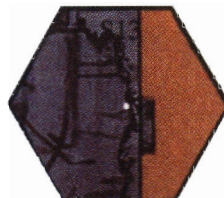
EX: See the illustration for the second 5.43 example. Assume hexside L15-K16 has been Breached. Squad C has .LOS *through* the Breach to hexes K16 only (its LOS to J16 is blocked since it goes outside the Factory building depiction in hen K16). If hexside K17-J17 were also Breached squad C could fire at a unit at ground level (only) in J17 with 8 FP ($4 \times \frac{1}{2}$ [unit with a US# ≥ 3 firing Inherent FP through a Breach] + 6 [SW FP through a Breach is not penalized by Area Fire] = 8) with a +1 (Factory) TEM and a +3 Factory debris Hindrance.



EX 5.43 #1: A unit on the second level of hex O18 has a LOS to the ground level of Factory hexes O15, O16 and O17 (since all are hexes of a level-1/2 Factory). If firing at the ground level of O15 it incurs the +1 Factory TEM of that target hex; if firing at O16 it incurs a +2 Factory debris TEM; if firing at O17 it incurs the +3 stone-building TEM. The unit has no LOS to the ground level of O14 since a higher-level unit has a LOS only into the first *roofed* ground-level Factory Location its LOS enters.

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5.34 RUBBLE: Rubble has no effect on a Factory Interior Wall **black** bar unless both hexes sharing the hexside are rubbled, in which case the Factory Interior Wall ceases to exist along that hexside.



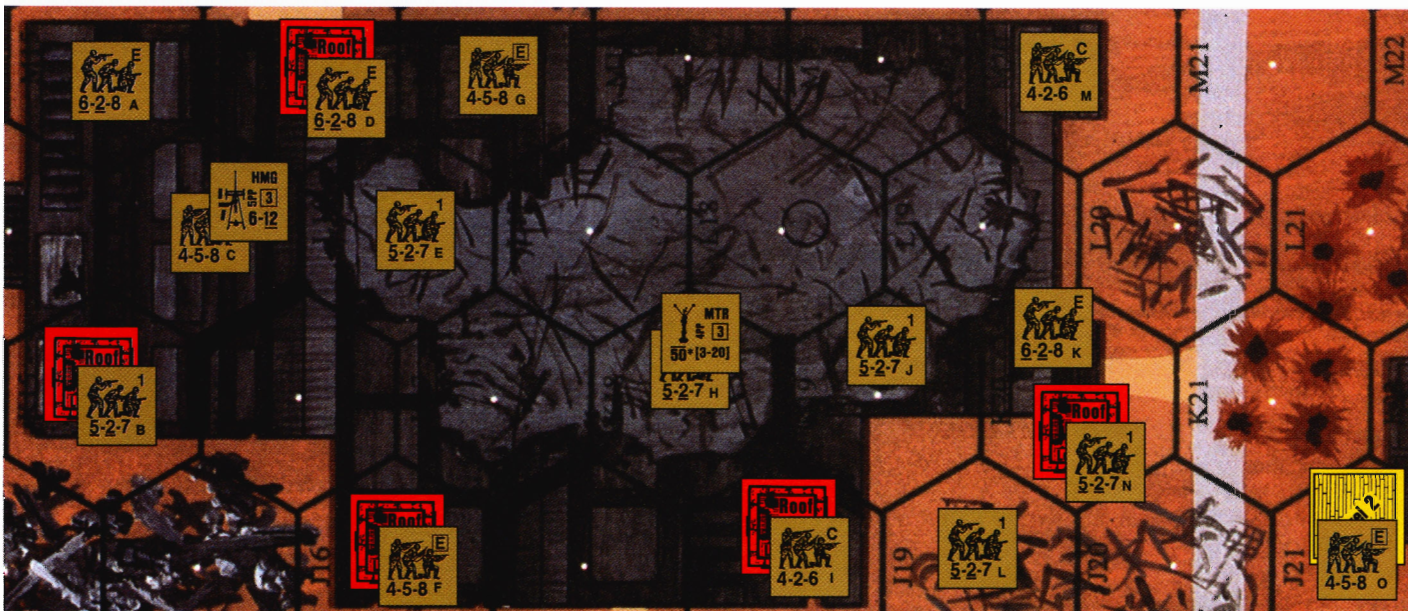
5.4 ROOFLESS FACTORY HEX: A Roofless Factory Hex (EX: hex S13) represents a portion of the Factory in which the roof has collapsed. It is depicted on the *RB* map by the presence of a dark gray “floor” covered by debris and, aside from not having a roof, is considered a building in all respects. A unit may never gain Rooftop status in a Roofless Factory Hex.

5.41 FACTORY DEBRIS: All non-rubble Roofless Factory Hexes contain debris (1.). Factory debris is not Inherent Terrain (i.e., it exists only *within the building depiction*), and may not be Cleared. Only *building* (not Factory debris) TEM applies to a Direct Fire attack whose LOS is *not* traced *entirely* within the Factory (see the entry for “**Squad J**” in the illustration for the second 5.43 example) [EXC: *if the firer's LOS enters the target's Roofless Factory Hex within the building depiction (see the first 5.43 example)*]. Indirect Fire, and Direct Fire whose LOS is traced entirely within the Factory to a Roofless Factory Hex is subject to both Factory TEM (+1) and Factory debris TEM (+1). Moreover, LOS (and Indirect Fire) that incurs the +1 Factory Hindrance of a Roofless Factory Hex also incurs that hex's +1 debris Hindrance, for a total of +2 per-hex LOS Hindrance (an EXC to the last sentence of A6.7). See the entry for “**Squad E**” in the illustration for the second 5.43 example.

EX: See the illustration for the second 5.43 example. Squad M has a LOS to the ground level of K20 with no Factory debris Hindrance (since the Factory debris in L19 does not exist outside the building). Squad J if fired on by squad L would receive the +3 Building TEM (i.e. no TEM for Factory debris). Squad H, if fired on by squad C, would receive a +6 DRM (+2 for the Factory and debris Hindrances in L16, +2 for the Factory and debris Hindrances in K17, and +2 for the Factory and debris TEM of K18). If squad H fires its Small Arms at squad C the latter receives a +5 DRM (+2 for the Factory and debris Hindrances in K17 +2 for the Factory and debris Hindrances in L16, and +1 for the Factory TEM of L15). Squad H if fired on by squad D would receive only a +2 DRM (for the Factory and debris TEM of K18).

5.42 MF/MP COSTS: A unit entering a Roofless Factory (i.e., a Factory debris) Hex expends MF/MP as per 1.2 (even in a Vehicular-Sized Entrance), unless entering via Bypass in which case the Factory debris does not affect its movement.

5.43 ROOFTOP LOS: Since it lacks a roof, a unit in a Roofless Factory is more vulnerable to fire from above (and vice-versa). For game purposes, the dark jagged artwork delineating the interior edge of the roof acts like a hill Crest Line (B10.2); however, LOS may be traced directly *along* such a hexside (even if also an Interior Factory Wall hexside) just as if tracing it *along* a cliff hexside (B11.2).² The Rooftop artwork extending into a Roofless Factory Hex never itself blocks LOS. Barring other LOS Obstacles, a unit on or higher than a Factory roof has no LOS *into* roofed ground-level Factory Locations past the first such Location its LOS enters. See the entries for “**Squad D**” and “**Squad F**” the illustration for the second 5.43 example.



EX 5.43 #2: The following serve to further illustrate various LOS possibilities in a partially Roofless Factory.

Squad A has a LOS only to squad C. It has no LOS to squads E and H due to Interior Factory Wall vertex L15-M15-M16.

Squad B has a LOS to all other rooftop squads only. It has no LOS to squad O since that unit is $\frac{1}{2}$ level lower than squad B nor to any units in the depicted Roofless Factory Hexes since the interior roof edge acts like a hill Crest Line for LOS purposes.

Squad C has a LOS only to squads A, E, G and H. It has no LOS to squad N due to Interior Factory Wall hexside K18-K19.

Squad D has a LOS to all other rooftop squads as well as to squads E and H. It can see squad H since the rooftop depiction overlapping into Roofless Factory Hex L16 does not block LOS (5.43).

Squad E has a LOS to squads C, D, F, G, H, I and N. It has no LOS to Squad K due to intervening Factory debris Hindrance (5.41).

Squad F has a LOS to all other rooftop squads as well as to squads E, G, H and M. Squads G and M are in its LOS since squad F has a LOS into the first roofed ground-level Location of another hex its LOS enters in that Factory. Its LOS to squad H is clear since the viewing unit is at a level \geq the top of the Interior Factory Wall hexside it is viewing along (5.31).

Squad G has a LOS to squads C, E, F, H, I, J, M and N.

Squad H has a LOS to squads C, D, E, F, G, I and M. Squad I could Spot for squad H's mortar (5.45).

Squad I has a LOS to all squads *except* squads A and C. It has no LOS to squad A as a higher level unit can only see into the first roofed ground-level Location of that Factory its LOS enters.

Squad J has a LOS to squads G, I, K, L, M, N and O. Squad J, if fired on by squad L, would receive a +3 building TEM (no debris TEM applies; 5.41) or a +4 applies if squad J's Location were Fortified (B23.9).

Squad K has a LOS to squads I, J, L, M, N and O. It has a LOS to squad N since the ground and rooftop levels of a Factory Rooftop Access Point are ADJACENT (O.4B); squad N, if fired on by squad K at PBF would receive the HA +1 TEM (O.4C).

Squad L has a LOS only to squads I, J, K, N and O.

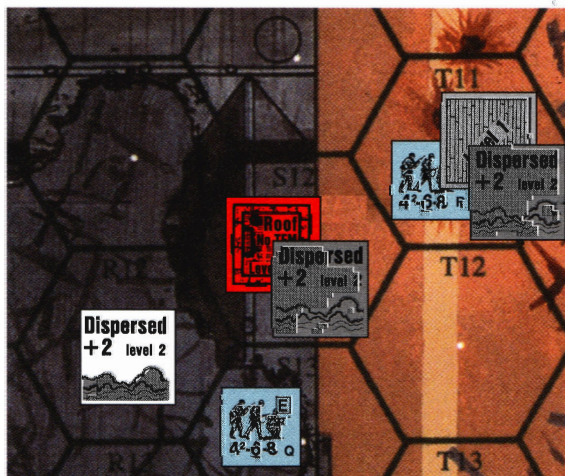
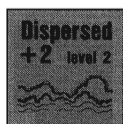
Squad M has a LOS to squads F, G, H, I, J, K, N and O. If fired on by squad N, squad M's TEM would be +3 since the LOS is not traced entirely within the Factory building depiction (B23.741).

Squad N has a LOS to all other rooftop squads as well as to squads E, G, J, K, L, M and O.

Squad O has a LOS to squads I, J, K, L, M and N. It has no LOS to rooftop squads H, D, and F as they are $\frac{1}{2}$ level higher than squad O. If Factory L17 were only a $1\frac{1}{2}$ -level Factory (i.e., it had no printed stairwell) squad O would then have a LOS to all rooftop squads of the L18 Factory as well as to squads C, E and G.

5.44 EC & WEATHER: All effects of EC and Weather apply in a Roofless Factory Hex despite the latter's being a building. However, of these effects, only Fog/Mist [EXC: Mist due to Rain or Falling Snow; E3.52, E3.711] can ever apply in the roofed hexes of such a Factory.

5.441 WIND & SMOKE: "No Wind" is always in effect in a Roofless Factory Hex from ground level to that Factory's highest full-level elevation. An Original SMOKE source in a Roofless Factory Hex *does* Drift if there is a Mild Breeze, but only a \geq that Factory's full-level height equivalent. Such Drifting SMOKE is placed on a Level counter corresponding to the height of the Factory (e.g., on a Level One counter if Drifting in/from a $1\frac{1}{2}$ -level Factory, or on a Level Two counter if Drifting in/from a $2\frac{1}{2}$ -level Factory) in each hex it Drifts into [EXC: it is placed on a Roof counter if Drifting into a roofed hex of that Factory]. Such Drifting SMOKE rises from the Level/Roof counter it is placed on to the same height as that of its Original SMOKE source.



EX: The wind is blowing to the northeast. The Original (level two) smoke source in R12 (in a level $1\frac{1}{2}$ Factory) Drifts into S12 (at rooftop level). Since all Drifting SMOKE from an Original SMOKE source in a Roofless Factory Hex is at $>$ ground level, the squads at ground level in the illustration have unhindered LOS



5.441

to each other. If squad R were to fire at a rooftop-level unit in S12 the smoke Hindrance would be +4 (+2 for the first-level smoke in T11 and +2 for the rooftop-level smoke in the target hex; A24.8 would not apply since the in-hex smoke is not in the firer's Location). Were the R12 Factory 2½ levels high, level-two smoke in the Factory would not Drift because the 2½-level S12 Factory is higher than the level-two smoke, thereby preventing its Drift. However, if the smoke in R12 was a level-four terrain Blaze (emanating from burning rubble or a Burning Wreck) then the Drifting smoke in S12 would be placed on a Level Two counter.

5.45 INDIRECT FIRE: Indirect Fire is allowed from a Roofless Factory Hex, but AA fire vs Aerial units is not. A rooftop unit with LOS to an adjacent ground-level unit in a Roofless Factory Hex may Spot for that unit (see the entry for “Squad H” in the illustration for the second 5.43 example). Indirect Fire vs a unit in a Roofless Factory Hex—even one that is Fortified—receives a +2 TEM (+1 for Factory and +1 for debris).

5.46 RUBBLE: A Roofless Factory Hex can still be rubbled (see also 5.34).

5.47 AERIAL: The Sighting TC (E7.3) DRM vs a unit in a Roofless Factory Hex is always +2—not +3. Aerial fire vs a unit in a Roofless Factory Hex—even one that is Fortified—receives a +2 TEM (+1 for Factory and +1 for debris).

5.48 NVR/ILLUMINATION: In a night scenario NVR applies in the normal manner in all Roofless Factory Hexes [EXC: LOS to roofed Factory Locations; 5.43]. Starshells/IR can Illuminate a Roofless Factory Hex. A Starshell may be fired from an Interior Roofless Factory Hex.

5.5 GUTTED FACTORY: A Guttred Factory represents a building that has been burnt-out from previous fighting. Hence such a building is never created *during* a scenario; it only appears as per SSR or during the RePh of a RB Campaign Game and should be marked by placing a Guttred counter in any hex of that Factory. All exterior and Interior Factory walls still exist normally unless rubbled (5.34).

5.51 KINDLING: A Guttred Factory Location may *never* catch Fire in any way (i.e., it is not Burnable Terrain) [EXC: if rubbled].

5.52 ROOFLESS: Each hex of a Guttred Factory is a Roofless Factory Hex, but its Obstacle (and Hindrance; O.4A and 1.1) height remains the same [EXC: if rubbled].

5.6 GUNS: All categories (C2.2) of Guns may set up in a RB Factory. A Gun may enter/exit a RB Factory via a Vehicular Sized Entrance (using the Entrance's movement benefits) or via another non-Interior hex of that Factory [EXC: B23.93]. However, entry/exit via a non-Vehicular Sized Entrance is allowed only if being Pushed, in which case both normal building-entry Infantry MF costs and that Factory hex's TEM apply as Manhandling DRM, even if exiting that Factory.

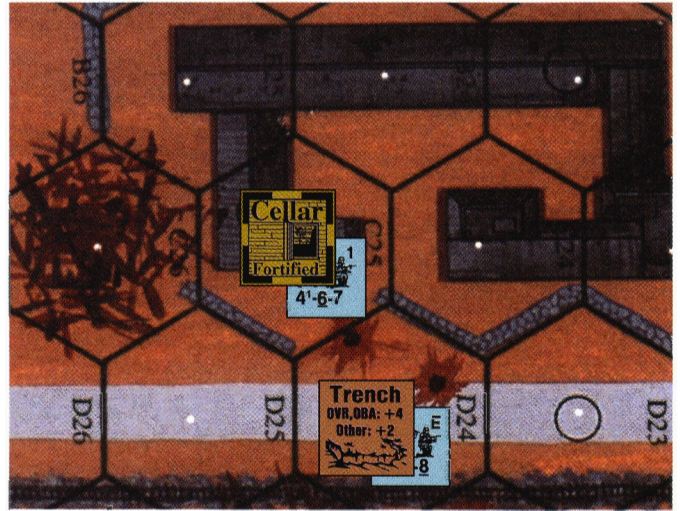
6. RB CELLARS

6.1 All multi-hex, non-Factory buildings depicted on the RB map contain beneath their ground-level Location (i.e., at building level -1) a RB Cellar level (beneath which is that hex's sewer level, if any).³ A RB Cellar Location is considered the equivalent of another non-rooftop building Location in that hex (even for falling rubble [B24.12] and Victory Condition purposes) except as specified otherwise. The RB Cellar level is ignored when determining the Base Level of a building hex. Q&A

6.11 FORTIFIED: A RB Cellar Location is always considered to be a Fortified Building Location with a TEM of +4 [EXC: +3 if wooden]. All Fortified Building rules apply except as stated otherwise. A RB Cellar Location can be Breached (B23.9221) only across a hexside that is common to an ADJACENT RB Cellar Location.

6.2 ENTRY: Only Infantry/SW may set-up-in/enter a RB Cellar, and their presence therein is indicated by placing them *beneath* a Cellar counter. Infantry may enter/ exit the RB Cellar level only via a Stairwell, Manhole, or a “connecting” Trench or Tunnel, and only as per B23.922

[EXC: see O.2A and SSR RB6]. Infantry already in a RB Cellar may directly enter an adjacent RB Cellar Location only if the two hexes involved share a *building* hexside, as determined by the building's depiction [EXC: if Rowhouse].



EX: The C25 RB Cellar Location is ADJACENT only to the B25 RB Cellar Location and the C25 ground-level building Location. It is not ADJACENT to the RB Cellar Locations of B24 and C24, as hex C25 does not share a building hexside with either.

6.21 All Trench “connections” (SSR RB6), Manholes, and Tunnel entrances/exits “open into” the RB Cellar level if it exists in that hex [EXC: if the ground level above the RB Cellar has been Rubbled; 6.6]; otherwise, Sewer/Tunnel (B8.) and Trench (B27.5) rules are unchanged [EXC: a tunnel's entrance and exit Locations may be at different levels].

EX: see the 6.2 illustration. The squad in the D24 trench may directly enter the C25 (or C24) RB Cellar Location at a cost of two MF (see also SSR RB6). The only other Locations from which the C25 RB Cellar Location may be entered are the two Locations ADJACENT to it (see the 6.2 EXC) or via sewer movement (since C25 is a Manhole Location) or a connecting tunnel.

6.3 LOS: Infantry in a RB Cellar tracing LOS *outside* of their building's depiction to a non-ADJACENT Location do so as if entrenched at ground level (B9.21), and trace LOS to an ADJACENT Location in the normal manner (B23.25; B8.2). There is no LOS between adjacent RB Cellar Locations across a Rowhouse **black** bar hexside [EXC: if Breached; B23.711]. A unit in a RB Cellar Location may never claim Wall Advantage. Q&A

EX: See the 6.2 illustration. The squad in the C25 RB Cellar has a LOS to the ADJACENT RB Cellar Location in B25 (despite the actual LOS going outside the building depiction). However, squad B does not have a LOS to hex D23 (due to wall hexside C24-D24), since it traces LOS *outside* of its building depiction to a non-ADJACENT Location as if entrenched at Ground level. A unit in D25 would never receive Height Advantage for an attack from the C25 RB Cellar.

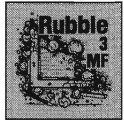
6.4 FIRE EFFECTS: The *Inherent* FP of a unit/FG in a RB Cellar is halved as Area Fire if the LOF leaves their building's depiction and is *not* traced to an ADJACENT RB Cellar Location, and the US# of the unit(s) *currently* using such Inherent FP is ≥ 3. (A leader directing fire from an RB Cellar Location does not add his US# for this calculation.) Otherwise, a RB Cellar has no effect on the use of SW/Inherent-FP other than those normally caused by being fired in a building. A DC in a RB Cellar may be Thrown only into an ADJACENT Location.



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6.5 BLAZE SPREAD: A Blaze may spread from (or to) a *RB* Cellar Location only to (or from) an *ADJACENT* Location.



6.6 RUBBLE: A *RB* Cellar Location can be rubbled like any other building Location. If a *RB* Cellar Location is rubbled, it and *all* other building Locations in that hex cease to exist and the appropriate Rubble counter is placed at *ground* level in that hex. All occupants, weapons, Tunnel-entrances/exits and Manholes in that hex are eliminated, as is its Fortified Building status (if any), and an AFV can no longer fall into it (6.62; B24.4). If the ground level Location above a *RB* Cellar is rubbled, the appropriate Rubble counter is placed at ground level on top of a Cellar counter. The *RB* Cellar Location beneath such still exists, but all LOS out of that Location across a non-building hexside is blocked. Trenches no longer “connect” to a *RB* Cellar Location if the ground level Location above it has been rubbled, though a tunnel entrance/exit and Manhole are unaffected.

EX: The ground and first level Locations of M6 have been rubbled as signified by a stone rubble counter on a Cellar counter in that hex. Movement and LOS from *RB* Cellar Locations L5 to M6 (and vice-versa) are still possible. However, if the rubble counter were placed in the hex atop a Cellar counter (thus signifying that *all* building Locations in that hex are rubbled at ground level), the *RB* Cellar Location in that hex would cease to exist. Movement at *RB*-Cellar-level directly from L5 to N5 (and vice-versa) via M6 would not be possible without first ascending to ground level in L5 and N5.

6.61 STAIRWELL: A stairwell between the *RB* Cellar level and ground level is affected in the normal manner if that ground-level Location is rubbled (B24.4).

6.62 COLLAPSE: The B23.41 cellar rules apply unchanged to a *RB* Cellar. [EXC: An AFV falls into an *RB* Cellar if the Original colored dr of the *Bog Check* is ≥ 4 . If the crew of such an AFV survives, it may automatically attempt to Scrounge the AFV and the crew is then placed in the *RB* Cellar Location instead of at ground level. In all cases the AFV is eliminated and leaves no wreck. Each Infantry unit in such a *RB* Cellar Location must take an immediate NMC; if it fails this NMC a dr (Δ) must then be made for each SW it possesses: a 6 eliminates that SW and a 4-5 result malfunctions it.] The removal of an AFV for falling into a cellar in a single hex building does not create a *RB* Cellar Location in that hex.

6.7 ENCIRCLEMENT: The principles of A7.72 (Upper Level Encirclement) do not apply to *RB* Cellar Locations; i.e., a unit in a *RB* Cellar is not Encircled merely by having no exit to ground level.⁴

6.8 SMOKE: Smoke placed at ground-level does not extend INTO a Cellar Location. LOS from a Cellar Location to a ground-level Location is affected by Smoke at the ground level of the Cellar unit's hex but the +1 Hindrance for firing out of SMOKE (A24.8) is NA.

8. GULLY ENTRANCE HEXSIDE

8.1 A hex containing a small portion of dark green gully artwork (EX: hex DD2) along one of its hexsides (EX: hexside CC3-DD2) is not a gully hex, but that hexside is a gully hexside. When a unit IN a gully hex crosses such a hexside to a non-gully hex (or vice versa), it is not changing elevation.

10. MOL-PROJECTOR



10.1 The MOL-Projector⁵ is a crewed, 2PP Russian LATW ordnance-SW with its own To Hit Table printed on the back of the counter. This TH Table is used vs both armored and unarmored targets in the same manner as a BAZ except as noted otherwise below.

FOOTNOTES



10.2 USAGE: Only a Russian crew, or two Russian SMC (as per C12.21), may use a MOL-Projector with neither Captured nor non-qualified use (A21.13) penalties. A Russian non-heroic leader may use one *with* non-qualified-use penalties. A Russian hero may use one as per A15.23. A MOL-Projector is not a SCW, has no “backblast” and does not fire HEAT; hence C13.8-9 do not apply to its use, and it may be fired from a building/Pillbox/Rooftop. Like ordnance unable to use the Area Target Type (C13.1), a MOL-Projector must predesignate its target before firing. Moreover, in the PFP and DFPh it must fire before the first weapon firing other than SMOKE in that phase (since it places smoke when it achieves a hit; 10.45); however, this restriction does not apply to firing in the enemy MPh. Leadership DRM do not apply to a MOL-Projector's TH DR. A MOL-Projector may not fire at a target that lies at a different elevation than the firer if the elevation difference between them exceeds the range, nor may it be fired by PRC (though it may be carried as a Passenger/Rider on a vehicle). It may not use Bore Sighting, Target Acquisition, Intensive or Sustained Fire, nor may it attempt Deliberate Immobilization.

10.3 CH: A MOL-Projector achieves a CH on an Original 2 TH DR (C3.7). See also 10.4-43.

10.4 EFFECTS: The effects of a hit by a MOL-Projector are similar to those of a MOL attack. However, unlike the latter, a MOL-Projector attack is an ordnance attack and hence is never accompanied by a Small Arms attack.

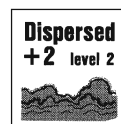
10.41 vs AFV: An AFV hit by a MOL-Projector is affected exactly as if hit by a MOL (A22.612). However, the *only* possible modifications to the MOL-Projector attack's Basic TK number are: +1 for hitting an OT AFV; +1 for a rear Target Facing hit; and doubling due to a CH. A hit also causes a 4-FP Specific Collateral Attack vs an AFV's Vulnerable PRC.

10.42 vs UNARMORED VEHICLE: An unarmored vehicle hit (or Partially Armored Vehicle hit in an unarmored Aspect; C3.9) by a MOL-Projector is attacked on the H Vehicle Line of the IFT using a Kill number of 9. A CH doubles this Kill number to 18.

10.43 vs INFANTRY/GUN: An Infantry-target/non-vehicular-Gun hit by a MOL-Projector is affected exactly as if hit by a 4-FP HE attack. A CH causes an 8-FP attack with applicable reversed TEM (or, vs the Gun, eliminates it and its manning Infantry).



10.44 vs TERRAIN: A MOL-Projector hit can cause a Flame in Burnable Terrain as per A22.6111, but uses the colored dr of the TH DR. (An Original 6 dr has no adverse effect—but see 10.5.)



10.45 SMOKE: A MOL-Projector hit creates a white Smoke counter as per C8.52. Q&A

10.5 MALFUNCTION: A MOL-Projector malfunctions on an Original TH DR of 11. As signified by “X12” printed in red on the counter, an Original TH DR of 12 eliminates the MOL-Projector and creates a Flame in its Location if there is Burnable Terrain therein. Both the X# and B# are lowered by the appropriate amount if Inexperienced/Captured/nonqualified, etc., use applies.

10.6 MOL CAPABILITY: Both MOL-Projector and MOL capability (A22.6) may be used in the same scenario. However, both cannot be used in the same attack because, as ordnance, a MOL-Projector may not participate in a FG.

FOOTNOTES:

1. 1.1 DEBRIS: Debris represents scattered cannon barrels, pipes, steel girders and wrecked machinery, as well as other “light” rubble from shelling and bombing, which littered the Red Barricades Ordnance Factory and surrounding area.



FOOTNOTES

2. 5.43 ROOFTOP LOS: A rooftop unit wishing to see a lower elevation is assumed to crawl to the edge of the rooftop. The rooftop artwork overlapping into a Roofless Factory Hex therefore never blocks LOS, similar to the jagged edge of a cliff Hexside.

3. 6.1 RB CELLARS: Many accounts of the desperate fighting in Stalingrad talk of the extensive use of cellars for last-ditch defensive efforts—hence the decision to include this special dimension in the *RB* module. *RB* Cellar Locations are always considered Fortified (6.11) due to the fact that there is more limited access to the Location since most of it is underground, hence the higher TEM as well. Further, since most of the Location is below ground level (but limited firing ports exist, it is assumed) a squad firing its Inherent FP from such a Location into an non-ADJACENT Location is halved (6.4) due to smaller, and less numerous, apertures. A SW firing thusly is not halved, however, as it would usually be given the prime firing position. If agreeable to both players, they could use this as an Optional rule in some DYO games.

4. 6.7 ENCIRCLEMENT: Infantry in a *RB* Cellar Location are immune to the effects of Encirclement due to the fortress-like nature of the cellar. When surrounded in such a position a side neither asked for nor was given any quarter; it was invariably a battle to the last man.

5. 10.1 MOL-PROJECTOR: This little-known Soviet weapon, for which no official designation has come to light, was used in 1942-43 and then discarded. It looked somewhat like a PSK but, unlike the latter, did not fire a rocket. Moreover, not being recoilless, it was probably incapable of being shoulder-fired. The U. S. Army referred to it as a low-trajectory mortar for firing incendiary ampules at AFV, thus implying that it was a smooth-bore muzzle-loader with a glass, MOL-like projectile. (In this it was similar to the Northover Projector, a British Home Guard weapon of 1940 that fired a glass WP grenade.) Its issue was apparently not widespread, but in 1942-43 at least some rifle battalions contained one MOL-Projector platoon (probably 2-4 weapons). Photographic evidence indicates that it was used in Stalingrad.



Valor of the Guards Campaign Game Force Organizer



Casualties (12.12)	Entering RGs (12.6214; SSR CG 9)	Fortification Counters (12.623)
	1	
	2	
	3	
	4	
On-Map Setup RGs (12.6214a)	Reserve RGs (12.6214b)	Retained (12.608; 12.6154; SSR CG 13)
	1	1
	2	2
	3	3
	4	4
5	5	Wounded Leaders (12.611)
Dug-In AFV (12.6214c)	Redeployed AFV RG (12.6162)	Heroic SMC (12.6123-.6124)
Retained Wreck/Immobile AFV (12.615)	Redeployed AFV RG (12.6162)	Malfunctioned Weapons (12.6152)
		Captured Weapons (12.6155)

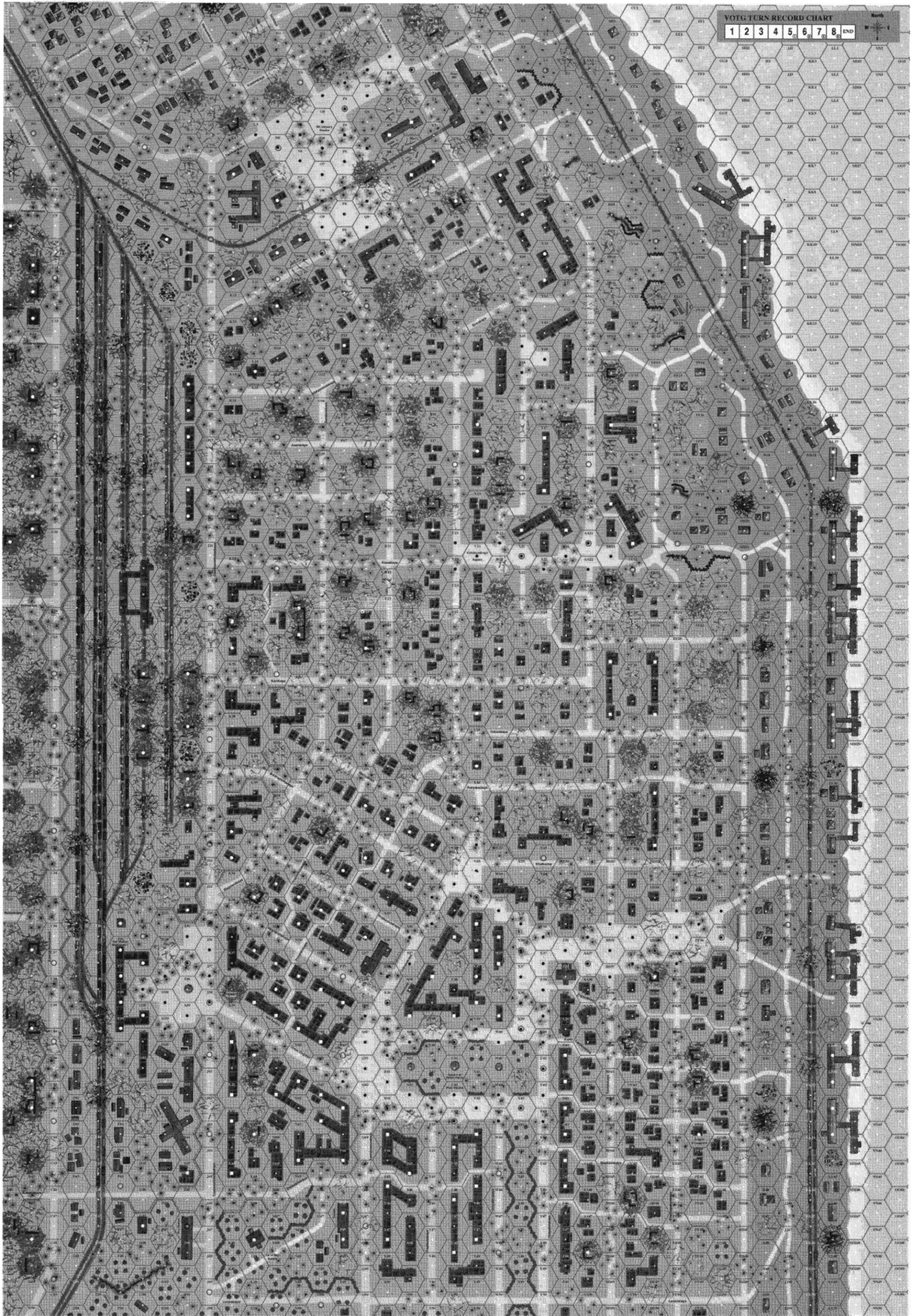




Valor of the Guards Campaign Game Force Organizer



Casualties (12.12)	Entering RGs (12.6214; SSR CG 9)	Fortification Counters (12.623)	
	1		
	2		
	3		
	4		
On-Map Setup RGs (12.6214a)	5	Retained (12.608; 12.6154; SSR CG 13)	
	1		
	2		
	3		
Redeployed AFV RG (12.6162)	4		Wounded Leaders (12.611)
	1		
	2		
	3		
Redeployed AFV RG (12.6162)	Reserve RGs (12.6214b)		Heroic SMC (12.6123-.6124)
	1		
Redeployed AFV RG (12.6162)	2	Malfunctioned Weapons (12.6152)	
	3		
Redeployed AFV RG (12.6162)	4	Captured Weapons (12.6155)	
	Retained Wreck/Immobile AFV (12.615)		
Redeployed AFV RG (12.6162)	Retained Wreck/Immobile AFV (12.615)		
	Retained Wreck/Immobile AFV (12.615)		



VOTG TURN RECORD CHART								North
1	2	3	4	5	6	7	8	END