

## 6.0 SEQUENCE of PLAY

- Reinforcement** Phase
- Maneuvers** Phase
- Refit** Phase (*skip this phase on the final Game Turn*)
- End** Phase

## 9.2 Movement Costs

**ALL MF:** Cross a Ravine boundary lacking a crossing symbol (Infantry and Pioneer units only)

**4 MF:** Enter an Area containing a Full Strength enemy unit

**3 MF:** Enter an Area containing only Reduced Strength enemy units

**2 MF:** Enter a Vacant Area adjacent to an enemy unit

**1 MF:** Enter a Vacant Area not adjacent to an enemy unit

- Units may not move into a fully-stacked Area.
- Units must stop upon entering any Area containing a Rubble marker (see Section 14.6).
- Movement into/out of Zones restricted to connection arrows printed on the map.
- A unit may spend all MF to move into an adjacent Area/Zone.

## 9.3.4 SOVIET VOLGA CROSSING (2D6)

18+	The unit is eliminated.
16-17	The unit suffers an Attrition Point (Section 11.5) and may not move. If already Reduced Strength then the unit is eliminated.
14-15	The unit does not suffer any losses but may not move.
12-13	The unit suffers an Attrition Point (Section 11.5) but may move to the intended destination Area and may continue to move/attack. If already Reduced Strength, the unit may retreat to its starting point in order to absorb the AP cost.
11 or less	The unit may move to the intended destination Area and may continue to move/attack.

+1 DRM: Germans Contest Area 33 (Mamayev Kurgan) **OR**

+2 DRM: Germans Control Area 33 (Mamayev Kurgan)

+1 DRM: Germans Contest the destination Area

+1 DRM: Germans Contest one riverbank Area adjacent to the destination Area **OR**

+2 DRM: Germans Control one riverbank Area adjacent to the destination Area or Contest both riverbank Areas adjacent to the destination Area **OR**

+3 DRM: Germans Contest one riverbank Area adjacent to the destination Area and Control the other riverbank Area adjacent to the destination Area **OR**

+4 DRM: Germans Control both riverbank Areas adjacent to the destination Area

## 14.2 SOVIET FORTIFICATION CREATION (1D6)

1-3	The attempt fails.	4-6	The attempt succeeds.
-1 DRM: Clear Area		+1 DRM: Urban Area	

## 14.7 GERMAN RUBBLE CLEARANCE (1D6)

1-4	The attempt fails.	5-6	The attempt succeeds.
-1 DRM: Area contains a Fortification marker			
+1 DRM: Each Pioneer unit beyond the first			


## 11.5 Attrition Points (AP)

- Each Full Strength unit eliminated: 3 AP
- Each Full Strength unit flipped to Reduced Strength: 1 AP
- Each Reduced Strength unit eliminated: 2 AP
- Each Reduced Strength unit or German Full Strength unit retreated (see Section 11.6): 1 AP

## 11.6.2 RETREAT PRIORITIES

- A Free Area adjacent to least number of enemy-Controlled Areas.
- A friendly-Controlled, Contested Area.
- An enemy-Controlled, Contested Area.
- Fully-stacked Area (Case 11.6.1).


## 14.6 Rubble Effects

	<b>Movement:</b> All Units must stop on entry, <b>Combat:</b> Increases DV. <b>Overruns:</b> Not allowed.
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## Out of Supply Effects Summary

- Units that are Out of Supply cannot:
  - Troop Transfer (Case 8.1.2C)
  - Consolidate (Case 8.1.2D)
  - Take Replacements (Case 13.3.1)
- The MF and CV of OoS units are reduced by 1 (Case 15.2.2).
- OoS units are subject to Surrender (Case 15.2.3).
- A Vacant Area that is OoS changes Control during the Refit Phase (Section 13.1 and Case 15.2.4).
- Out of Supply Areas do not count toward Victory (Sections 19.1 and 19.2).

## Night Impulse Effects Summary

-  The Soviet player may conduct Combined Operations (Case 9.1.2)
- Soviet units gain an additional MF (Case 9.1.3)
- Soviet units may attempt to cross the Volga (Case 9.3.4)
- The Soviet Storm Group marker is available (Case 10.3.1)
- Soviet attacks gain an additional +1 to their AV (Case 11.4.2.F)
- The German player may not conduct Combined Operations (Case 9.1.2)
- German Air Support is not available (Case 10.1.1)

## 15.2.3 Surrender Die Roll (1D6)

1-2	The unit is eliminated.
3-4	The unit is reduced if Full Strength, eliminated if Reduced Strength.
5-6	No effect.

+1 DRM to a Soviet Surrender die roll 1D6 if the Area contains a Fortification marker, a Rubble marker, or both.