Stalingrad: Inferno on the Volga

Steven McDougall, 1st October 2018

Basic Solo Mode

Setup

- Separate German units by colour (yellow, blue, white)
  - *remove Überblocks and yellow axe blocks in basic solo mode*
  - deploy 2nd, 64th and 79th in hex W
  - 120th and one random yellow infantry in hex X
  - two random yellow infantry in hex Y
  - shuffle white units: place 1 face down on each square of RH column of reinforcement grid
  - place all remaining units face down on reinforcement grid

- Separate Soviet units into tanks and infantry pools
  - draw 6 random tanks and place in Tank Spawn Pool face down
  - mix 4 Guard infantry with 18 random infantry and place face down in Infantry Spawn Pool
  - mix remaining blocks and place hidden at random strength in set-up rectangles on map
  - place 2 Marine blocks in Marine Spawn Pool

- Place factory in hex 7 and docks in hexes 9, 15, and 13 (x2) (these are cosmetic)

- Shuffle card decks: Germans draw 3 cards; Soviet deck placed near map

- German player takes first action each round

Stacking, Area Control, and Leader Cards

- Maximum of 4 units per hex enforced at end of movement

- Player controls an Area if his units were the last to solely occupy or move through it (use cubes to mark control) (NB hexes 3 and 19 are Clear)

- ***Leaders enter play via card draws and affect play*** (see P12-15 for details)

Victory Conditions

- ***German Decisive*** victory if:
  - Germans control all 6 Soviet Spawn Areas, or
  - no Soviet units on map

- ***Soviet Decisive*** victory if:
  - 10 German units destroyed (R units count double), or
  - as soon as last Soviet card drawn

Game Round

- ***Germans choose one action to perform:***

    A1.   Reinforce (gain a card and add units to map)
    –   draw one card from deck and add to hand
    –   roll 6d6 and deploy these on reinforcement grid
      - place L to R on face down units
      - if there is no available unit, then unit shown on far right of the grid must be permanently removed from play if possible
      - deploy all units with a die:
        - blue units in hex Z
        - yellow units freely in hexes X and/or Y
        - white units freely in hexes X, Y and/or Z
      - no overstacking: if unable to place a unit, it returns to the grid
        - return to row with fewest units (lowest numbered row if tied)

    A2.   One *Long* Move
    –   a stack that is currently not adjacent to Soviets can move **2 hexes**
      - cannot split stack
      - cannot move adjacent to Soviet units at any time
      - cannot move through Rough or Urban hexes
      - may pass *through* friendly units but must *end* move in an empty hex
      - gain a card each time a Soviet spawn hex (red outlined) is captured

    A3.   Two *Short* Moves
    –   move up to two stacks or sub-stacks **one hex** each
      - may *begin* adjacent to Soviet units but cannot *end* adjacent to Soviet units
      - may end move with other friendly units (no overstacking)
      - gain a card each time a Soviet spawn hex (red outlined) is captured
      - may choose to move no units to effectively pass turn

    A4.   One *Deliberate* Attack (no movement: close combat an adjacent hex)
    –   Germans choose one Soviet-occupied hex to attack
      - several adjacent stacks can attack the target simultaneously but *all* units in any given stack must participate
      - follow Combat Procedure below

    A5.   One *Hasty* Attack (move adjacent to Soviet-occupied hex and close combat)
    –   Germans move one stack or sub-stack currently not adjacent to Soviets **one hex**
      - must end adjacent to Soviets
      - can join other friendly units but no overstacking
      - *all* units in the destination stack must participate
      - follow Combat Procedure below

German Combat Procedure:
- draw one Soviet card from Soviet *hand* (if cards are available) and place face down
- Germans *may* play a card from hand if a *Deliberate Attack* (only)
- cards and all participating units now revealed
- rotate any 0-strength Soviet units to minimum strength
- apply Soviet card
- apply German card
- discard used Support cards

- ***Rubble Roll:*** if attack is *Deliberate* and target hex is *Urban*
    - **roll 3d6**
    - + Rubble DRM from German card
    - +1DRM for each attacking hex
    - +1DRM for each Panzer/Panzer Grenadier unit
    - **if result > 18**: place a rubble marker (max 1 per hex)

- each side rolls #combat dice = strength of each unit
    - combat normally simultaneous, except
        - defender 1st in Urban hex
    - **black dots hit on 6**
    - **white dots hit on 5 and 6**
    - r**ed dots hit on 4, 5, and 6**
    - hits are applied sequentially to strongest unit at the time
        - rotate a unit to its next lowest strength
        - need 2 hits to cause a loss to defender in Rubble

- ***Advance After Combat:*** if target hex is emptied, at least one attacking unit must advance (a total of 4 *may* advance)
    - gain a card each time a Soviet spawn hex is captured

- **_Soviet AI moves or spawns units_** *(with possible card draw)*:

  – The decision depends upon the number of hexes containing the maximum number of Soviet units
    - n_{max} = largest number of Soviet units occupying a single hex
    - N_{hexes} = total number of hexes containing n_{max} Soviet units
    - if $N_{hexes} \leq$ number of controlled red Spawn hexes: **_Move_**
    - if $N_{hexes} >$ number of controlled red Spawn hexes: **_Spawn_**

S1. **Move** (stacks disperse possibly leading to close combat)

  – roll 1d6 for each hex containing n_{max} Soviet units and place in hex
    - start from most Northerly hex and move South
      – nearest to Volga if there is a tie
    - then resolve dice from lowest to highest using compass
      – **_multiples_**: draw a card for each repeated value (no movement)

  – **_Result = 1:_** draw a card
    (unless German units block move, in which case follow Soviet Combat Procedure below)

  – **_Result = 2-6:_** move a random unit in the stack to the adjacent hex
    (unless German units block move, in which case follow Soviet Combat Procedure below)
    - if the move cannot be otherwise completed (overstacking, no playable hex, or no units left to move), then Soviets draw a card instead
    - Soviets also gain a card each time a German spawn hex (X, Y, or Z) is captured

Soviet Combat Procedure: as per German Combat Procedure, *except*:
  - Germans *cannot* play a card from hand
  - **_No Rubble Roll_**
  - **_Advance After Combat:_** advancing Soviet unit must be the strongest (highest number of dots)

S2. **Spawn** (add new units to Soviet-controlled spawn hexes)

  – draw randomly from appropriate pool (see map icon(s) in each red spawn area) and deploy hidden at random strength (hex order: 3, 19, 9, 15, 13, 7)
    - draw and deploy only a single *infantry* unit for hexes 3, 13, and 19 if there are already 3 units present
    - otherwise, draw a hidden card into Soviet hand for each unit that cannot be drawn due to its pool being empty of if its deployment would cause overstacking