# TABLE OF CONTENTS

**1.0 INTRODUCTION ..... 2**
**1.1** Scale ..... 2
**1.2** Components ..... 2
**1.3** Calculation Conventions ..... 2
**2.0 GAME COMPONENTS ..... 2**
**2.1** Map ..... 2
**2.2** Combat units ..... 3
**2.3** Headquarters ..... 4
**2.4** Command Chits ..... 4
**2.5** Markers ..... 4
**3.0 PREPARATION FOR PLAY ..... 4**
**4.0 SEQUENCE OF PLAY ..... 5**
**4.1** Command Phase ..... 5
**4.2** Supply Phase ..... 5
**4.3** End of Turn Phase ..... 5
**5.0 STACKING ..... 5**
**6.0 ZONE OF CONTROL ..... 6**
**7.0 COMMAND ..... 6**
**7.1** Command Chit Selection ..... 6
**7.2** Command Execution ..... 6
**7.3** HQs & Command Execution ..... 6
**8.0 MOVEMENT ..... 7**
**8.1** Movement Procedure ..... 7
**8.2** ZOC Effects on Movement ..... 8
**8.3** Strategic Movement ..... 8
**9.0 COMBAT ..... 9**
**9.1** Combat Principles ..... 9
**9.2** Combat Procedure ..... 9
**9.3** Combat Ratio Determination ..... 9
**9.4** Combat Result Determination ..... 10
**9.5** Retreat ..... 11
**9.6** Advance After Combat ..... 12
**10.0 SUPPLY ..... 12**
**10.1** Supply Determination ..... 12
**10.2** Supply Status Effects ..... 13
**10.3** HQ Relocation ..... 13
**11.0 REINFORCEMENTS ..... 13**
**11.1** Reinforcement Unit Placement ..... 13
**11.2** German 1st Panzer Army & Soviet 28th Army ... 14
**11.3** HQ Removal ..... 14
**12.0 HQ SPECIAL RULES ..... 14**
**12.1** Overruns ..... 14
**12.2** Combat Losses ..... 14
**12.3** Retreats ..... 14
**12.4** Advance After Combat ..... 14
**12.5** Unsupplied HQs ..... 14
**12.6** Removal ..... 14
**12.7** Relocation ..... 14
**13.0 STALINGRAD POCKET ..... 14**
**14.0 VICTORY CONDITIONS ..... 15**
**15.0 PLAY BALANCE ..... 15**
**CREDITS ..... 15**

You can find extra material for ***A Victory Lost***, including design notes, historical notes, and advice on how to easily get into the game at **www.multimanpublishing.com.**

# 1.0 INTRODUCTION

***A Victory Lost*** is a two-player game that recreates the intense mobile fighting between Axis and Soviet forces in the southwestern USSR, from the completion of the Stalingrad encirclement in December 1942 to German Field Marshal von Manstein's famous "Backhand Blow" in March 1943.

The Soviet player aims to trap and eliminate the Axis forces in full retreat from the Caucasus, while the Axis player must successfully withdraw and attempt to restore the front line by launching a desperate counterattack. The slightest mistake might turn victory into defeat; the outcome depends on your decisions!

## 1.1 SCALE

A hex represents approximately 13 kilometers of terrain from side to side. Each turn represents about a 10-day period. Combat units are mostly divisions, except the Soviet Mechanized, Tank, and Cavalry units which are corps.

## 1.2 COMPONENTS

- One 24"x34" map sheet
- 280 counters
- One rulebook
- One 6-sided die

## 1.3 CALCULATION CONVENTIONS

When halving or quartering, always round down resulting fractions.

*EXAMPLES: One half of 5 is 2.5 and is rounded down to 2. One quarter of 3 is 0.75, rounded down to 0.*

When the combat strengths of stacked units must be halved or quartered, add them up before halving or quartering.

# 2.0 GAME COMPONENTS

You will need an opaque container to play this game.

## 2.1 MAP

**2.1.1** The map represents the area of the Soviet Union over which the historical campaign was fought. A grid of hexagons (hereafter called *hexes*) is superimposed upon it to facilitate positioning and movement of the playing pieces. Colored symbols printed on the map show where various Axis and Soviet units must be set up at game start. Several charts, tables, tracks, and boxes are printed around the map:

- The **Terrain Effects Chart (TEC)** provides a map key and shows the effects of the different terrain features on movement (see section 8.0) and combat (see section 9.0).
- The **Combat Results Table (CRT)** is used to resolve combats (see section 9.0).
- The **Turn Track** is used to record the turn currently in progress.
- The **Command Chit Pools** are used to hold the Command Chits that are not in the cup (see section 7.0 for more details).
- The **German 1PzA & Soviet 28A reinforcement boxes** are used to hold the HQs and combat units of the 1st Panzer Army

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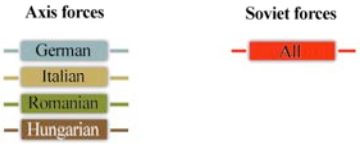
and 28th Army on the turns they enter play as reinforcements (see 11.2).

**2.1.2 Supply Source Hexes:** A hex with a red supply source symbol is a supply source for Soviet units; a black supply source symbol indicates a supply source for Axis units.

**2.1.3 Bridges:** A river hexside crossed by a road or railroad is a bridged river hexside. Conversely, a river hexside not crossed by a road or railroad is an unbridged river hexside.

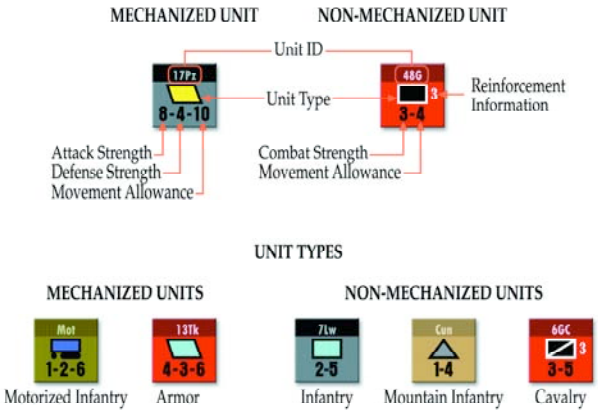
## 2.2 COMBAT UNITS

**2.2.1** Combat units represent the military forces that took part in the historical campaign. They are color-coded by nationality:



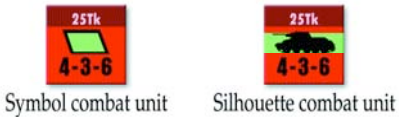

Some Axis nationalities have restrictions on stacking (see 5.3 and 9.5.5) and activation (see 7.3.5).

**2.2.2** The numerical ratings and symbols printed on combat units can be read as follows:



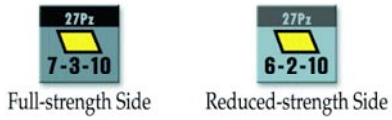

- **Unit Type and Setup Information:** The symbol indicates the type of the unit. Its color is only intended to help to locate the area of the map where the unit is set up at game start. Black symbols denote units that will enter play during the game as reinforcements. White symbols denote units of the German 1st Panzer and Soviet 28th Armies (see 11.2).
- **Unit ID:** This indicates the number or name of the unit. *IMPORTANT NOTE:* Unit ID and symbol color have *no* effect on how and when combat units are activated, move, or fight; see section 7.0 for more details.
- **Reinforcement Information:** The number indicates the turn on which the unit enters play as a reinforcement.
- **Combat Strengths:** These ratings are used to resolve combats. Mechanized units have separate attack and defense strengths. Non-mechanized units have only a combat strength, used both as attack strength and defense strength.
- **Movement Allowance:** This rating determines how far the unit can move, and is expressed as a number of Movement Points.

**Alternate Counters**




The countermix includes alternate counters for all the mechanized combat units in the game. These units' counters have their unit type symbols replaced by the silhouettes of the vehicles they primarily used. Setup information is depicted by the colored background band. The silhouette counters may be used *in place of* the symbol counters if you wish.

*Note:* The red stripe on the silhouette units of the Soviet 2GdA is hard to notice. You can tell these units apart from reinforcement units by the fact that they do not have a reinforcement number.




**2.2.3** Most combat units have a full-strength side (front) and a reduced-strength side (back) with decreased combat strength; some only have a full-strength side (their back is blank). Combat losses flip a combat unit to its reduced-strength side (or eliminate it if it has no reduced-strength side).

Combat units are set up or enter the game on their full-strength side.

**Combat Unit ID Abbreviations**

**Soviets**

**C:** Cavalry
**G:** Guards
**M:** Mechanized
**Tk:** Tank

**Germans**

**DR:** Das Reich
**GD:** Gross Deutschland
**Lw:** Luftwaffe
**Mot:** Motorized
**Mt:** Mountain
**Pz:** Panzer
**Tot:** Totenkopf
**Wik:** Wiking
**LAH:** Leibstandarte Adolf Hitler

**Italians**

**Cos:** Cosseria
**Cun:** Cuneense
**Jul:** Julia
**Rav:** Ravenna
**Sfz:** Sforzesca
**Tor:** Torino
**Trd:** Tridentina
**PADA:** Divisione Celere Principe Amedeo Duca d'Aosta

**Romanians**

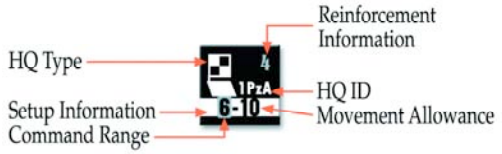
**Mot:** Motorized

**Hungarians**

**Tk:** Tank

## 2.3 HEADQUARTERS

**2.3.1** Headquarters (HQs) represent the high-echelon formations (mainly armies) that historically took part in the campaign. They are color-coded like the combat units. HQs are *not* combat units.




HQ TYPES




HQ Armor HQ

**2.3.2** The numerical ratings and symbols printed on HQs can be read as on combat units, except the following:

- **HQ Type:** This is only for historical information. Armor HQs operate exactly as other HQs.
- **Command Range:** This rating is used to determine which combat units the HQ can activate (see 7.3).
- **Setup Information:** This is shown by the colored band on the bottom of the counter, coded as for combat units.

**2.3.3** Some special rules apply to HQs. See section 12.0 for more details.

**HQ ID Abbreviations**

| Soviets | Axis |
|---|---|
| **A**: Army | **F-Pico**: Army Detachment Fretter-Pico |
| **GdA**: Guards Army | **H2A**: Hungarian 2nd Army |
| **Popov**: Mobile Grp Popov | **PzA**: Panzer Army |
| **ShA**: Shock Army | **It8A**: Italian 8th Army |
| **TkA**: Tank Army | **Kempf**: Army Detachment Kempf |
| | **Hollidt**: Army Detachment Hollidt |
| | **R3A**: Romanian 3rd Army |

## 2.4 COMMAND CHITS




Axis Command Chits




Soviet Command Chits

Command Chits are used to activate specific HQs, which in turn allow combat units to move and attack. Each turn, a number of Axis and Soviet Command Chits are placed in the *same* cup, from which they are randomly drawn one by one. See section 7.0 for more details.

There is one corresponding Command Chit for each HQ in the game, plus three special Command Chits: two Axis Manstein chits and one Soviet STAVKA chit (see 7.2.2).

## 2.5 MARKERS

The following markers are used in this game:




- **Turn Marker:** It is placed on the Turn Track to record the turn currently in progress.
- **Control Markers:** They are used to show which side controls each Victory City for victory purposes (see section 14.0 for more details).
- **Out of Command Markers:** They can be used when a player feels the need to mark units that are out of Command Range; this is often done when the Soviet player draws the STAVKA Command Chit (see 7.3.3).
- **Out of Supply/Isolated Markers:** They are placed, 'Out of Supply' side up, on units that are out of supply. Their reverse side ('Isolated') is used to show units that are isolated. Grey and red versions of these markers are provided to be used on Axis and Soviet units, respectively.

# 3.0 PREPARATION FOR PLAY

- The players select their side (Axis or Soviet).
- The players choose whether they will use the symbol or silhouette mechanized units, and set up their forces according to the information printed on the map. 'R', 'H', and 'It' prefixes in front of some unit IDs designate Romanian, Hungarian, and Italian units respectively.
- Place the Turn marker on the '1' space of the Turn Track and a Control marker (Axis side up) on each Victory City. Note that at game start, the Axis player has 25 Victory Points while the Soviet player has zero.
- **Soviet Command Chits:** The Soviet player takes the STAVKA Command Chit and secretly selects five of the remaining Soviet Command Chits (he can select Command Chits of HQs scheduled to enter play later as reinforcements, if he wants). For the moment, he places these six chits face down in his Inactive Command Chit Pool. These Command Chits will be ***the only ones available to the Soviet player for the duration of the game.*** The remaining Soviet Command Chits are put away in the box *and are*

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*never used throughout the game.* The Axis player cannot check which chits these are.

*NOTE: Actually, this choice is not as agonizing as it seems. All Soviet HQs on the map are activated when the STAVKA Command Chit is drawn (see 7.2.2), so even HQs whose Command Chits were not selected at game start will be able to activate combat units during play. Think of the five specific Command Chits you select as your spearhead formations that will get activated more than the others.*

*Players who are just learning the game might be well served to make their chit selections after historical activations. Stalin chose the 1st Guards Army, the 2nd Guards Army, the 3rd Guards Army, the 5th Tank Army and a reinforcement HQ—Group Popov—as his 5 choices. Start with those Command Chits if you are at all uncomfortable and you can start experimenting after you know the game better.*

- **Axis Command Chits:** The Axis player places the following five Command Chits in the Axis Inactive Command Chit Pool, face down: 4PzA, Hollidt, It8A, H2A, R3A. Additional chits will be available later, as they enter play as reinforcements.
- **Supply:** At game start, all units on the map are in supply (see section 10.0).

# 4.0 SEQUENCE OF PLAY

The game proceeds by following the phases outlined below (more details appear in later rule sections, and in the expanded Sequence of Play at the back of this booklet). This sequence of phases constitutes a turn, and must be repeated until either Turn 9 is over or one player has at least 30 Victory Points more than his opponent (see section 14.0), which results in the end of the game.

## 4.1 COMMAND PHASE

### 4.1.1 COMMAND CHIT SELECTION PHASE

Both players choose a given number of their available Command Chits and place them into the same cup (see 7.1).

### 4.1.2 COMMAND EXECUTION PHASE

**(1) Command Segment:** A Command Chit is drawn randomly from the cup. The player to whom this chit belongs becomes the active player: he activates the HQ corresponding to the chit (see 7.2) and can then activate friendly combat units within this HQ's Command Range (see section 7.3).

**(2) Movement Segment:** The active player can move his activated units (see section 8.0).

**(3) Combat Segment:** The active player can attack enemy units using his activated units (see section 9.0).

**(4)** If there are Command Chits left in the cup, return to step **(1)**. If there are none, go to the Supply Phase.

**Turn 1 Special Combat Segment:** On Turn 1 only, the Soviet player can activate any one of his HQs (even one whose corresponding Command Chit is not in the cup) prior to the Command Segment. The combat units within the chosen HQ's Command Range perform a normal Combat Segment (i.e., attack enemy units and advance after combat), but they do not get to perform a Movement Segment before that as would be the case in a normal activation. *No Command Chit whatsoever is drawn during this Special Combat Segment.* Once this Segment is over, proceed with the regular sequence (steps **1**-**4**) above.

## 4.2 SUPPLY PHASE

Both players determine the supply state of their units (see section 10.0). Then, all HQs with an Out of Supply marker must be relocated (see 10.3).

## 4.3 END OF TURN PHASE

**(1) Reinforcement Segment:** Both players receive the reinforcement HQs, combat units, and (for the Axis player) Manstein Command Chits due for the current turn and place them on the map (see section 11.0). Then, HQs with no friendly combat units within their Command Range are removed from the game with their corresponding Command Chits (see 11.3).

**(2) Sudden Death Victory Segment:** Check to see whether one of the players has achieved victory (see 14.2).

**(3) Turn Advance Segment:** Advance the Turn marker to the next box on the Turn Track, and return to the Command Phase (4.1).

# 5.0 STACKING

**5.0.1** Two or more friendly units in the same hex constitute a "stack." A maximum of two combat units (whether full- or reduced-strength) and one HQ can occupy a hex. A HQ cannot be stacked with another HQ.

**5.0.2** Axis and Soviet units can never stack in the same hex. The only time when a unit can enter an enemy-occupied hex is when a lone HQ is overrun (see 12.1).

**5.0.3 Axis Stacking Restrictions:** German units can stack with units of any Axis nationality. Units of other Axis nationalities can only stack with units of their own nationality or with German units.

*HISTORICAL NOTE: The Axis Minors generally operated independently of each other on the Soviet front—only coordinating with the German armies—for a host of reasons. Hungarians and Romanians had a hatred for each other that had existed and grown for centuries. When they were close to each other, they often forgot about the war against the Russians and attacked each other. This is why they were kept apart. As for the Italians, the Germans felt that they could not fight well to begin with, so to let them learn more bad habits from the Hungarians and Romanians was just out of question. The Germans even practiced something they called "corset stiffening," placing some machine guns behind Italian units to ensure proper motivation. This practice was even more common among the Soviet army*

**5.0.4** The stacking limit is enforced at the moment reinforcement units are placed on the map, or at the instant a unit finishes its movement, retreat, or advance after combat. It is not enforced during these activities.

## 6.0 ZONE OF CONTROL




**6.0.1** Every combat unit exerts a Zone of Control (ZOC) into the six hexes surrounding it. The *only* exceptions are that ZOCs do not extend into Water hexes or across impassable hexsides (yes, that means they *do* extend across unbridged major rivers). *HQs exert no ZOC.*

**6.0.2** ZOCs affect supply, movement, retreat, and reinforcement placement. See the respective rule sections (10.1, 8.2, 9.5, and 11.1) for more details.

**6.0.3** Two or more ZOCs overlapping in one hex have the same effect as a single ZOC.

## 7.0 COMMAND

Combat units must be activated by a HQ to move and attack other units. This occurs as per the procedure below.

### 7.1 COMMAND CHIT SELECTION

**7.1.1 Available Command Chits:** In the Command Chit Selection Phase, both players gather all their available Command Chits, that is the chits in their respective Inactive and Played Command Chit Pools.

**7.1.2 Command Chit Selection:** The players then secretly select a given number of their available Command Chits and put them into the *same* cup:

- the Soviet player selects the STAVKA chit and three other chits every turn;
- the Axis player selects the number of chits indicated after 'Axis Com' on the Turn Track (this varies every turn, between three and six).

The remaining Command Chits are placed face down in their Inactive Command Chit Pools and are not used this turn.

**7.1.3** A player may not check the Command Chits in the cup or in his opponent's Inactive Command Chit Pool.

### 7.2 COMMAND EXECUTION

**7.2.1 Command Chit Draws:** In the Command Execution Phase, Command Chits are randomly drawn one by one from the cup; which player draws does not matter. The owner of the drawn chit becomes the active player and activates the HQ corresponding to this chit. The activated HQ can in turn activate combat units (*not* HQs) within its Command Range to move and fight. The player then places the drawn chit face up into his Played Command Chit Pool.

**7.2.2 HQ Activation:** A drawn Command Chit activates the HQ with the same ID, with the following two exceptions:

- The Soviet STAVKA chit activates all the Soviet HQs on the map (see 7.3.2), including the 28A HQ if it is in its reinforcement box (see 11.2).
- An Axis Manstein chit activates any one HQ of the Axis player's choice. The Axis player *may reject* a Manstein chit that was just drawn and return it to the cup; but if the very next draw is a Manstein chit again, it cannot be rejected and must be played. *NOTE: The Manstein chits allow the Axis player to time his attacks with great flexibility. Using these chits correctly is vital for successful play.*

Apart from these peculiarities, the STAVKA and Manstein chits are normal Command Chits. In particular, the Manstein chits are not "one-shot" or "free." Like all the other Command Chits, they are available to be selected each turn once in play and count toward the number of chits allowed each turn to the Axis player.

### 7.3 HQs & COMMAND EXECUTION

**7.3.1** The HQ corresponding to the drawn chit is activated.

**7.3.2 Combat Unit Activation:** The activated HQ can activate all friendly *combat units* (HQs cannot activate other HQs) within its Command Range, *regardless of IDs and type symbol colors* (exception, see 7.3.5). A combat unit can be activated any number of times in one turn by different HQs following different chit draws.

When the STAVKA chit is drawn, all the Soviet HQs on the map are activated *at the same time;* each eligible Soviet combat unit is activated only once, even if it is within Command Range of several activated HQs. The activated combat units all move during a single Movement Segment; then, they all fight during a single Combat Segment.

**7.3.3 Command Range:** Command Range is expressed as a number of hexes, counted from the HQ. A HQ with a Command Range of 4 can thus activate friendly combat units up to 4 hexes away (3 intervening hexes).

Determine Command Range at the instant the HQ is activated: a combat unit may be activated only if it is within Command Range of the active HQ at this moment. Activated combat units may later leave the HQ's Command Range as a result of movement, retreat, or advance after combat.

*NOTE: Things can get confusing as activated HQs and combat units move (especially when the STAVKA chit is drawn since all the HQs are active at the same time). The active player may use Out of Command markers to designate combat units that are out of Command Range at the time of activation, or as soon as a risk of confusion arises.*

**7.3.4 Command Range Limitations:** A Command Range cannot extend across impassable hexsides or through Water hexes. *A*

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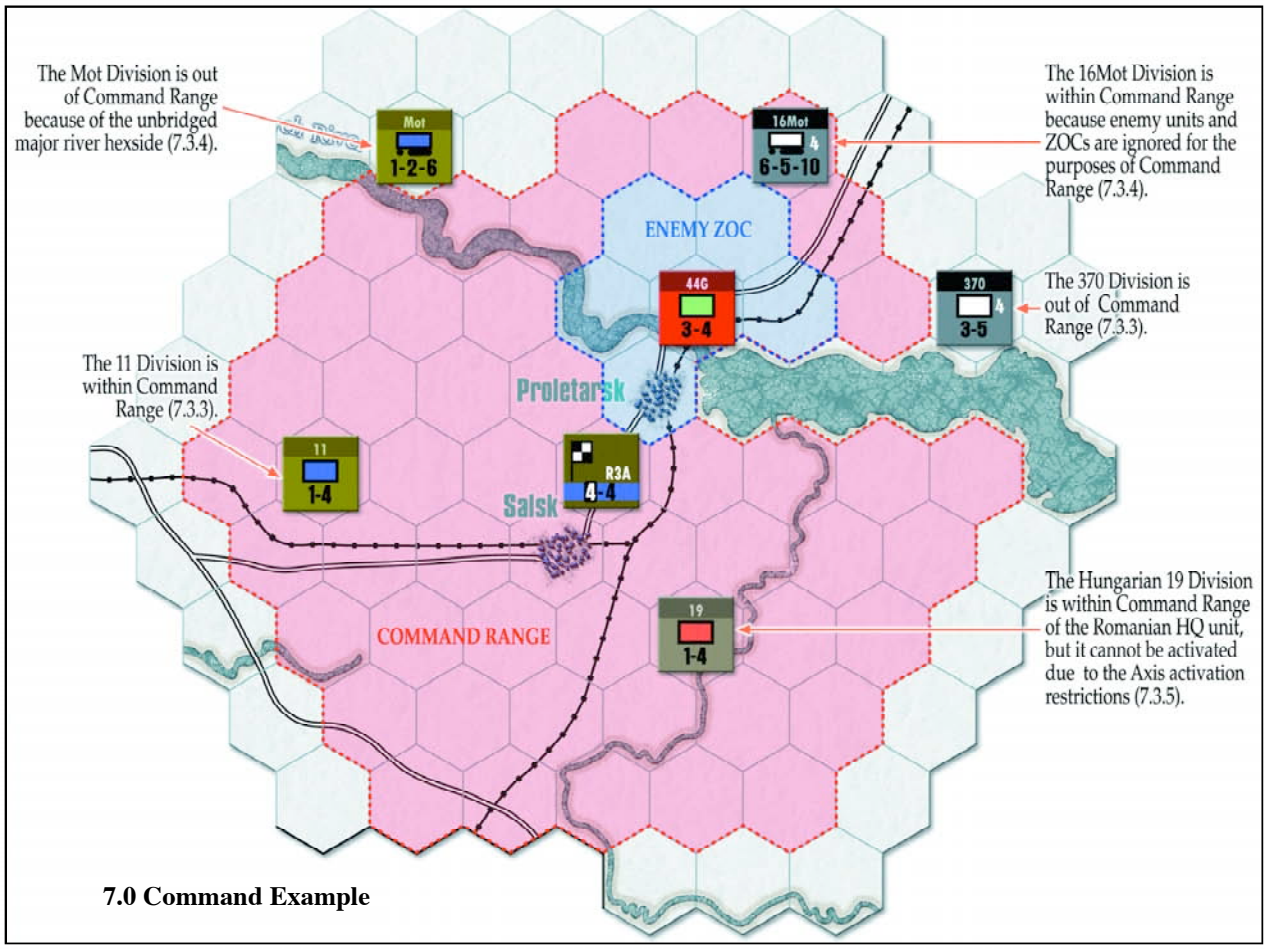



**7.0 Command Example**

*Command Range crossing an unbridged major river hexside must stop in the hex across the river and cannot extend further.* Supply status, enemy units, or enemy ZOCs have no effect on Command Range.

**7.3.5 Axis Activation Restrictions:** German HQs can activate combat units of any Axis nationality. Italian, Romanian, and Hungarian HQs can only activate combat units of their own nationality or German units.

## 8.0 MOVEMENT

In the Movement Segment, the active player can move his activated HQ and combat units.

### 8.1 MOVEMENT PROCEDURE

**8.1.1** Units are moved one at a time. A unit cannot start moving until the previous unit has completed its move.

**8.1.2 Movement Points:** In a Movement Segment, each activated unit receives a number of Movement Points (MPs) equal to its movement allowance. A unit may use all, some, or none of its MPs. Unused MPs are lost; they cannot be kept from one Movement Segment to another.

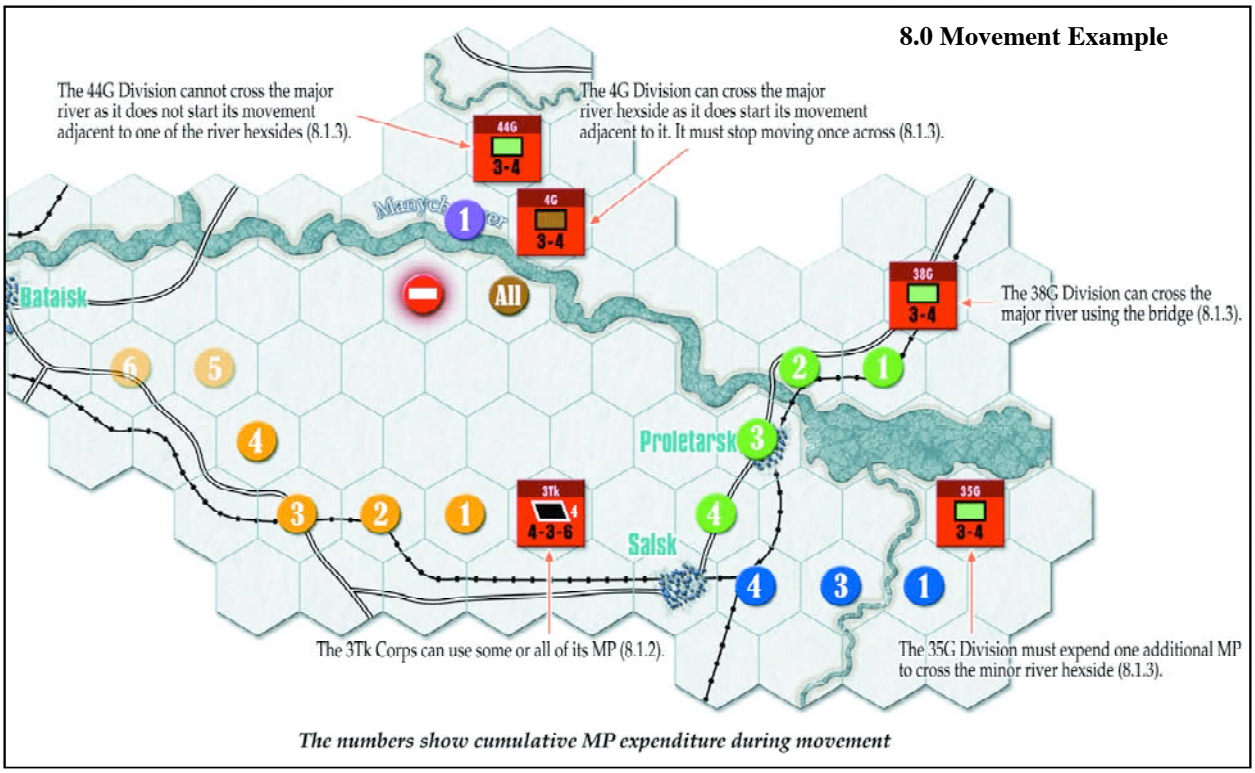
To enter an adjacent hex, a unit must expend the MP cost indicated by the TEC for the hex (and hexside, if applicable). A unit cannot enter a hex if it has insufficient MPs remaining.

**8.1.3 River Hexsides:** River hexsides have the following effects on movement:

- To cross an unbridged *minor* river hexside, a unit must expend one MP in addition to the normal MP cost of the entered hex.
- To cross an unbridged *major* river hexside, a unit must start its move adjacent to the river. It moves across the river but must then stop, and can go no further in that Movement Segment.
- Crossing a bridged river hexside negates the river movement costs above.

**8.1.4 Overruns:** A moving combat unit can overrun a lone enemy HQ by simply entering its hex (see 12.1).

**8.1.5** A unit may not move off map, into a Water hex, or across an impassable hexside.




## 8.2 ZOC EFFECTS ON MOVEMENT

Enemy ZOCs affect movement in the following ways:

**8.2.1 MP Expenditure:** Entering or leaving a hex in an enemy ZOC costs a unit 2 extra MPs. These extra costs are cumulative (see example).

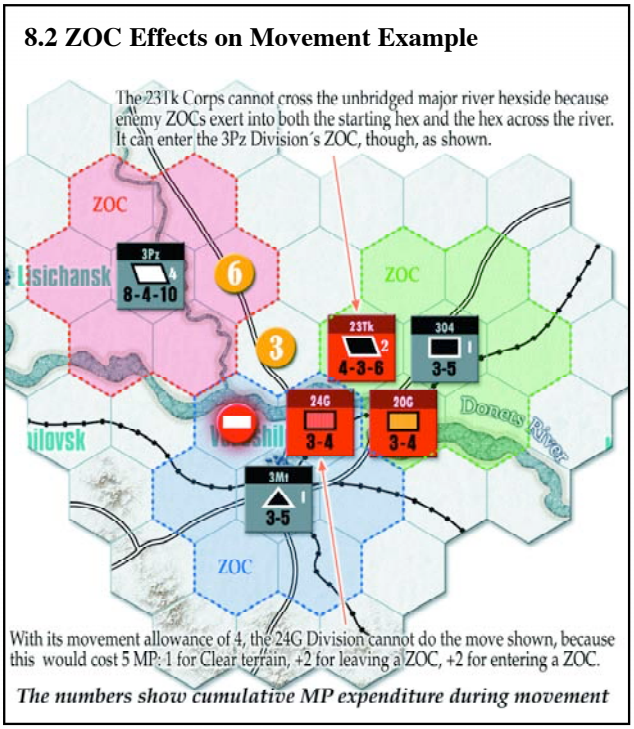
**8.2.2 Major River Hexsides:** Crossing a major river hexside is not allowed if the hexes on each side of the river (the hex in which the unit starts and the one it wants to enter) are in enemy ZOCs, *even if the river hexside is a bridged hexside, and even if there are friendly units in the enemy ZOCs.*

## 8.3 STRATEGIC MOVEMENT

**8.3.1** A unit using a road to enter an adjacent road hex expends only 1/2 MP instead of the normal MP cost of the terrain if the following conditions are met:

- The unit must start the Movement Segment in a hex containing a road and keep moving along the road during its entire move.
- The unit must neither start its move in an enemy ZOC nor enter an enemy ZOC during the Movement Segment. It can overrun enemy HQs though, as they have no ZOC (see 12.1).

**8.3.2** Railroads cannot be used for strategic movement.

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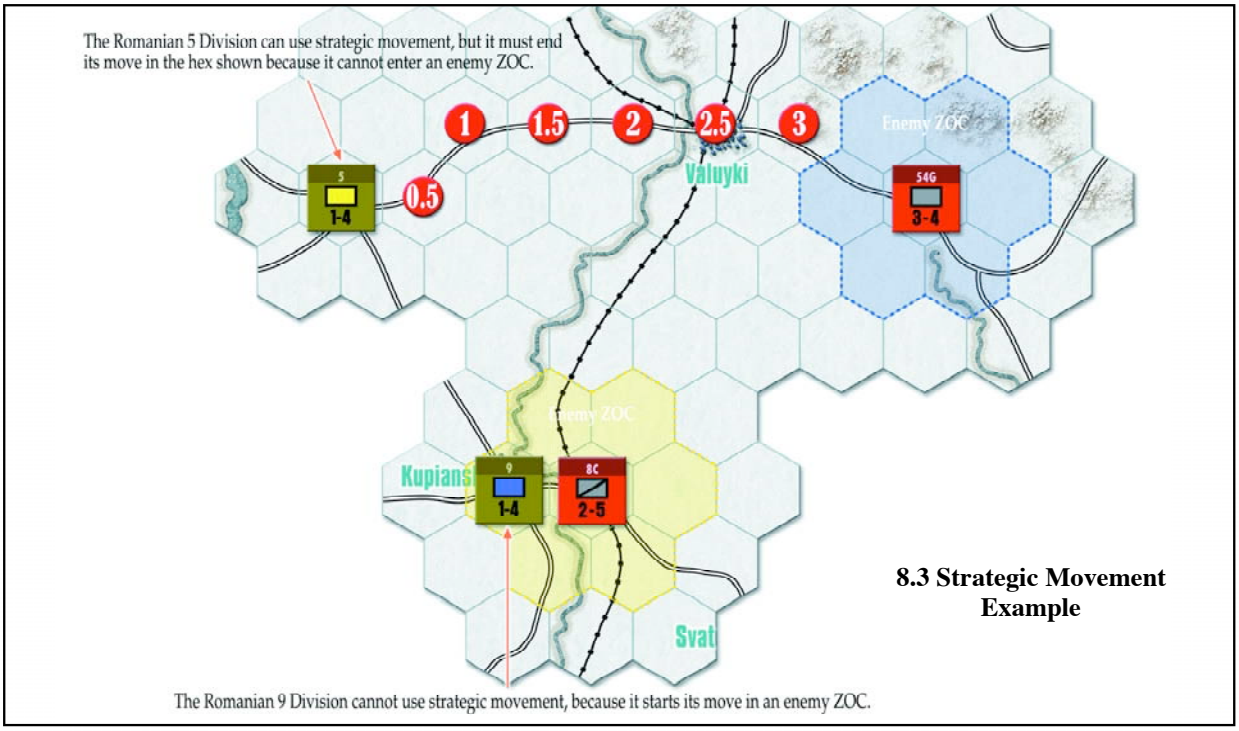



**8.3 Strategic Movement Example**

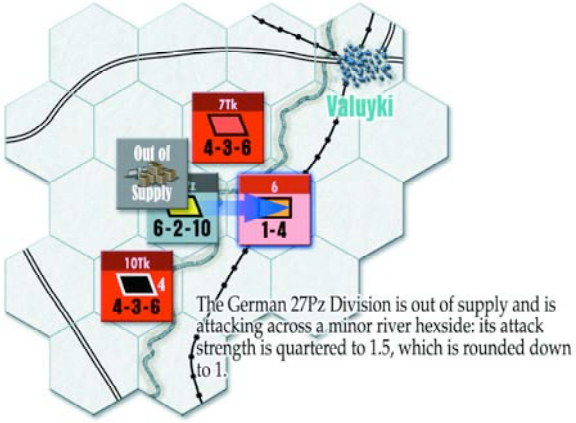
# 9.0 COMBAT

In the Combat Segment, the active player can attack enemy combat units adjacent to his activated combat units. Empty hexes or HQs alone in a hex *cannot* be attacked.

The active player is termed the Attacker in the Combat Segment, while the other player is termed the Defender, regardless of the overall strategic situation.

## 9.1 COMBAT PRINCIPLES

**9.1.1** An activated unit can participate in only one attack during a single Combat Segment. *Non-activated units cannot participate in attacks,* even when adjacent to enemy units.




**9.1.2** Combat is voluntary; activated units are not forced to attack enemy units.

**9.1.3** A single unit can attack only one hex; it cannot attack two or more hexes. Two units stacked in the same hex may attack two different hexes separately.

**9.1.4** A single hex can be attacked only once per Combat Segment. Units in two or more hexes adjacent to the same hex can attack it together. If two or more units want to attack the same hex, their attack strengths are added together, and only one combat is resolved.

**9.1.5** If several enemy units are stacked in the attacked hex, the Attacker must attack all of them. The defense strengths of the units are added together.

**9.1.6** A unit separated from an attacked hex by an impassable hexside cannot participate in the attack.

## 9.2 COMBAT PROCEDURE

Combats are resolved one by one, in the order of the Attacker's choice, according to the following procedure.

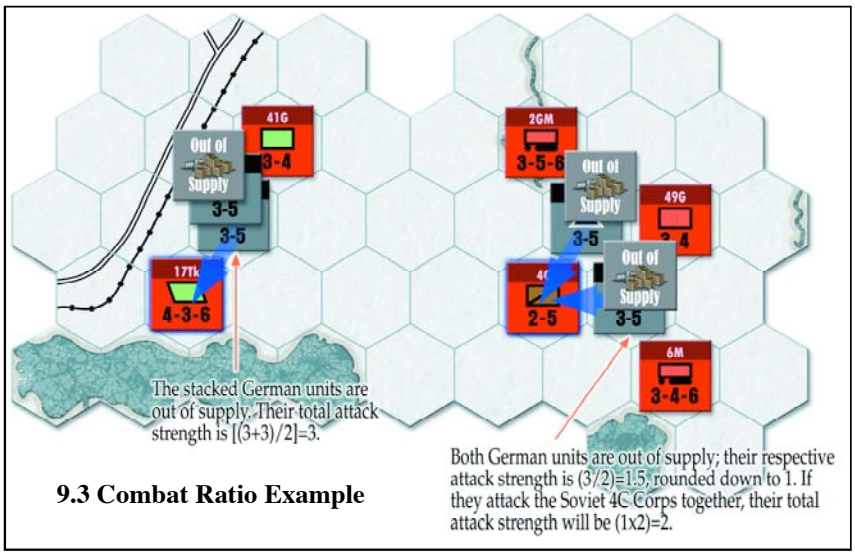
**(1)** Declare which hex is attacked by which units.

**(2)** Determine the total attack and defense strength, calculate the Combat Ratio, and modify it if necessary (see 9.3).

**(3)** Roll one die on the CRT and apply the combat result (see 9.4).

## 9.3 COMBAT RATIO DETERMINATION

**9.3.1 Attack and Defense Strengths:** To resolve a combat, first combine the attack strengths of the Attacker's participating units,




**9.3 Combat Ratio Example**

then combine the defense strengths of the Defender's participating units.

Several factors can affect attack and defense strengths:

- Units attacking across river hexsides (bridged or unbridged) halve their attack strengths. If a combat involves units that attack across a river hexside and units that do not, only those attacking across the river hexside halve their attack strengths.
- Out of supply units halve their attack strengths.
- Isolated units halve both their attack and defense strengths.

Terrain effects are cumulative with supply effects.

When two combat units stacked in a hex must halve (or quarter) their combat strengths, first add them up before halving (or quartering) and rounding down.

**9.3.2 Combat Ratio:** Total attack strength divided by total defense strength gives the Combat Ratio. When calculating ratios, fractions are rounded *down*, to either the nearest column on the CRT or (when above 10–1) the nearest whole ratio.

*EXAMPLES: 15:5 gives a 3–1 Combat Ratio. 26:9 gives a 2–1 Combat Ratio. 12:7 gives a 1.5–1 Combat Ratio. 18:13 gives a 1–1 Combat Ratio. 25:2 gives a 12–1 Combat Ratio.*

**9.3.3 Terrain Ratio Shifts:** When occupied by the Defender's units, some terrain types provide favorable ratio shifts (see TEC). One shift causes to use either the Combat Ratio immediately down on the CRT, or (when above 10–1) the whole ratio immediately lower. Terrain effects are cumulative.

*EXAMPLES: A Rough hex with a Town provides two Ratio shifts down in favor of the Defender, and thus a 3–1 attack would be reduced to 1.5–1 (first shift to 2–1, second shift to 1.5–1). One Ratio shift reduces a 12–1 attack to 11–1.*

**9.3.4** If the final Combat Ratio is less than 1–1 once terrain effects have been applied, the attack is not possible. If it is greater than 10–1, the combat is resolved on the 10–1+ column of the CRT.

**9.3.5** If the total defense strength in a hex is reduced to 0 by rounding down, the combat is automatically resolved on the 10–1+ column of the CRT, regardless of possible terrain Ratio shifts.

## 9.4 COMBAT RESULT DETERMINATION

**9.4.1** Once the final Combat Ratio has been computed, the Attacker rolls one die and reads the result on the corresponding row under the appropriate column of the CRT. All results are expressed in terms of step losses and/or number of hexes to retreat.

| | |
|---|---|
| ***—*** : | No effect. |
| ***A*** : | The result affects the Attacker. |
| ***1, 2, 3, 4*** : | Remove the indicated number of steps from any involved units. |
| ***DR*** : | All involved Defender units must retreat one hex. |
| ***DR2*** : | All involved Defender units must retreat two hexes. |

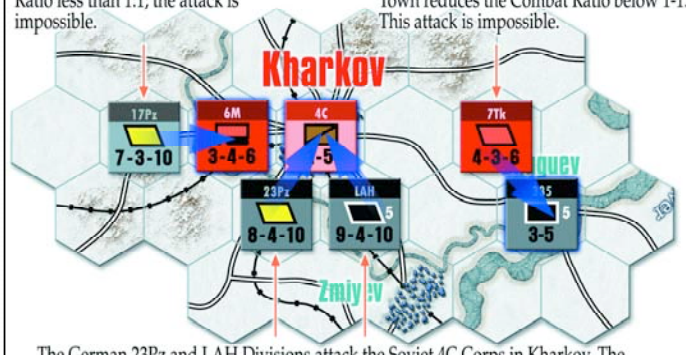
*EXAMPLES:*

- *'A1' indicates the Attacker must remove 1 step from any of his involved units.*
- *'DR' indicates the Defender must retreat all of his involved units one hex.*
- *'3DR2' indicates the Defender must remove 3 steps from any of his involved units, then retreat all of them two hexes.*

### 9.3.4 Impossible Combat Ratio Example

The German 17Pz Division has its attack strength halved to 3 by the minor river hexside. 3:4 gives a Combat Ratio less than 1:1; the attack is impossible.

The Soviet 7Tk Corps attacks the German 335 Division in Chuguev. 4:3 gives a 1-1 Combat Ratio, but the shift provided by the Town reduces the Combat Ratio below 1-1. This attack is impossible.




The German 23Pz and LAH Divisions attack the Soviet 4C Corps in Kharkov. The total attack strength of 13 against the total defense strength of 1 gives a 13-1 Combat Ratio. This is shifted down to 11-1 by the City terrain. This attack is resolved on the 10-1+ column of the CRT.

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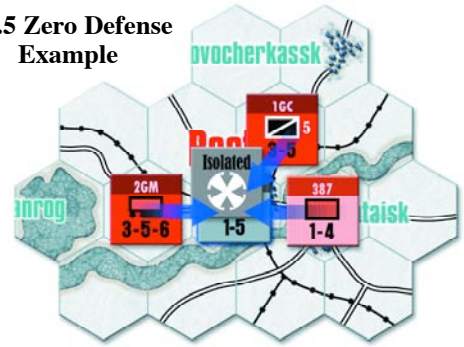
### 9.3.5 Zero Defense Example

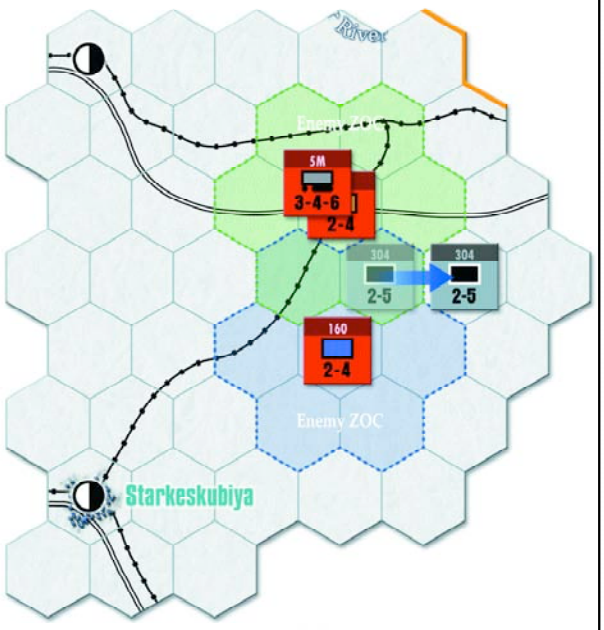



The Soviet units attack the German 8Lw Division in Rostov with a total attack strength of 6. As the 8Lw is isolated, its defense strength is halved to 0.5, and then rounded down to 0. This attack is automatically resolved on the 10-1+ column of the CRT, and the shifts due to City terrain are not applied.

**9.4.2 Step Losses:** Remove one step by flipping a full-strength unit to its reduced-strength side, or eliminating a reduced-strength unit or a unit with no reduced-strength side. The owning player allocates steps losses as he pleases among his units. Eliminated units are removed from the map.

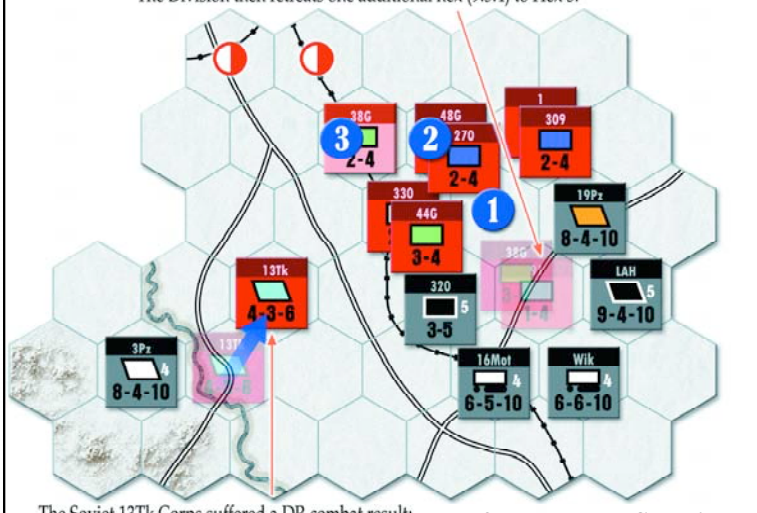
*EXAMPLE: If two full-strength units in the same hex suffer a 2-step loss, the owning player can eliminate one unit, or flip both units to their reduced-strength side.*

### 9.5.2 Retreat Restrictions Example




The German 304 Division suffered a DR result. It must retreat into the hex shown, as Soviet ZOCs exert into each of the three other adjacent hexes.

The Soviet 38G and 91 Divisions suffered a DR2 combat result. They first retreat in Hex 1, where the German 19Pz and 320 Divisions exert ZOCs. Both the 38G and 91 must lose one step each (9.5.3); the full-strength 38G is flipped to its reduced side and the already reduced 91 is eliminated. The 38G must now retreat another hex to Hex 2 (where no enemy unit exerts a ZOC), but it exceeds the stacking limit doing so. The Division then retreats one additional hex (9.5.4) to Hex 3.




The Soviet 13Tk Corps suffered a DR combat result; it retreats one hex, closer to a friendly supply source.

**9.5.4 Retreat Stacking Limit Example**

## 9.5 RETREAT

Units affected by 'DR' or 'DR2' results must retreat one or two hexes after combat.

**9.5.1** Retreat is not normal movement; retreating units do not expend MPs. Units in a stack that is forced to retreat can split up and retreat into different hexes.

**9.5.2 Retreat Restrictions:** A retreating unit always retreats in such a way as to enter the fewest hexes in enemy ZOCs (and thus to suffer the fewest step losses, see 9.5.3). Should step losses be equal using various retreat paths, a retreating unit must satisfy as many as possible of the following conditions:

**(1)** Each hex entered is closer to any one friendly supply source;

**(2)** The stacking limit is not exceeded in the last hex of retreat.

Condition **(1)** takes precedence over **(2)** if both cannot be satisfied.

**9.5.3 Enemy ZOCs:** *Every* combat unit forced to retreat into an enemy ZOC (even if this ZOC contains friendly units) must lose one step (see 9.4.2).

**9.5.4 Stacking Limit:** If a unit exceeds the stacking limit in the last hex of a retreat, it must retreat one additional hex, within the 9.5.2 restrictions. If it

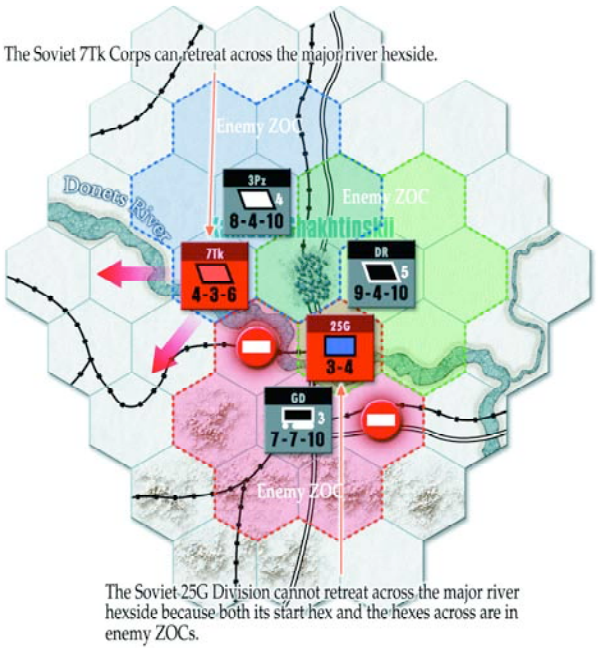
exceeds the stacking limit in this new hex, it must retreat another hex, etc.

**9.5.5 Axis Stacking Restrictions:** An Axis unit ending its retreat in a hex containing other Axis units with which it cannot stack (see 5.3) must retreat one additional hex, within the 9.5.2 restrictions. If it exceeds the stacking limit in this new hex, it must retreat another hex, etc.

**9.5.6 Major River Hexsides:** Major river hexsides have the following effects on retreats:

- Retreating across an unbridged major river hexside is allowed only if the combat unit starts its retreat adjacent to the hexside.
- Retreating across a major river hexside is not allowed if the hexes on each side of the river (the hex in which the unit starts and the one it enters) are in enemy ZOCs, *even if the river hexside is a bridged hexside, and even if there are friendly units in the enemy ZOCs*.

**9.5.6 River Retreat Example**




**9.5.7 Overruns:** A retreating combat unit can overrun a lone enemy HQ by simply entering its hex (see 12.1), within the 9.5.2 restrictions. A combat unit eliminated because an enemy ZOC extends in its retreat hex does *not* overrun a HQ that would be in this hex.

**9.5.8** Units forced to retreat off map, across impassable hexsides, or into prohibited (9.5.6) or Water hexes are eliminated.

## 9.6 ADVANCE AFTER COMBAT

**9.6.1** If an attacked hex becomes empty as a result of combat (the defending units either retreated or were eliminated), the attacking units may advance one or two hexes:

- Non-mechanized combat units may advance one hex;
- Mechanized combat units may advance one or two hexes (even if the Defender retreated only one hex);
- HQs may advance with their stack (see 12.4).

**9.6.2** Advance after combat is optional; the Attacker may advance all, some, or none of his attacking units. Advance after combat is not normal movement. Advancing units do not expend MPs and enemy ZOCs are ignored.

**9.6.3** The first hex of advance must be the attacked hex. There is no limitation as to the second hex of advance, except that units cannot advance across impassable hexsides, into Water hexes, or off map. Mechanized units that participated in the same combat can end their advance in different hexes.

**9.6.4 Overruns:** An advancing combat unit can overrun a lone enemy HQ by simply entering its hex (see 12.1).

**9.6.5 Major River Hexsides:** A mechanized unit that crossed an *unbridged* major river hexside on its first hex of advance after combat must stop and cannot advance a second hex. A mechanized unit cannot cross an unbridged major river hexside on its second hex of advance after combat.

# 10.0 SUPPLY

In the Supply Phase, the players first check the supply state of their units. Once this is done, all HQs found to be out of supply must be relocated.

## 10.1 SUPPLY DETERMINATION

**10.1.1** Both players simultaneously determine the supply status of all their units. A unit is in supply if it can trace a supply line to a friendly supply source.

**10.1.2 Supply Lines:** A supply line is a series of adjacent hexes going from the unit to a friendly supply source. There is no limit to the number of hexes a supply line can pass through. However, it cannot pass through an enemy-occupied hex, or an enemy ZOC unless the hex contains any friendly combat units or HQs. A supply line cannot cross unbridged major river hexsides, impassable hexsides, or pass through Water hexes.

**10.1.3 Supply Markers:** A unit unable to trace a supply line is out of supply and is marked with an Out of Supply marker. If this unit already has an Out of Supply marker, it is isolated instead, and the Out of Supply marker is flipped to its Isolated side. If this unit already had an Isolated marker, it keeps it and suffers no extra penalties.

If a unit marked with an Out of Supply or Isolated marker is able to trace a supply line, the marker is removed.

**10.1.4** In supply, out of supply, and isolation status are in effect until the next Supply Phase, when supply status is checked again.

**10.1.5 Turn 1 Supply:** At game start, all units on map are in supply.

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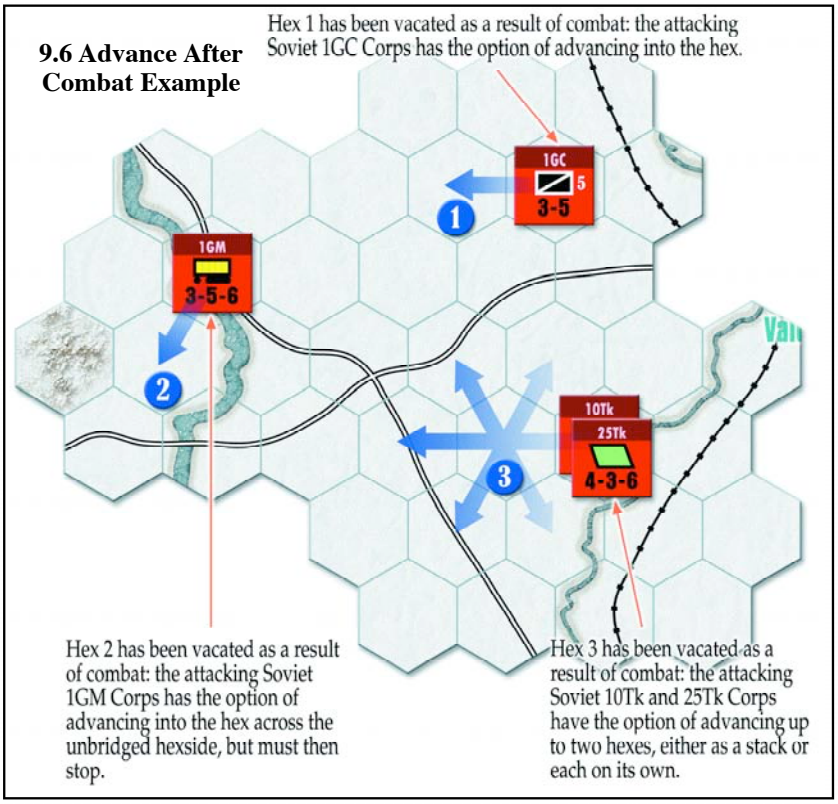



## 10.2 SUPPLY STATUS EFFECTS

**10.2.1 In Supply:** In supply units operate normally.

**10.2.2 Out of Supply:** Out of supply units have their attack strength halved. Their defense strength and movement allowance are *not* affected.

**10.2.3 Isolation:** Isolated units have their attack strength, defense strength, and movement allowance halved.

## 10.3 HQ RELOCATION

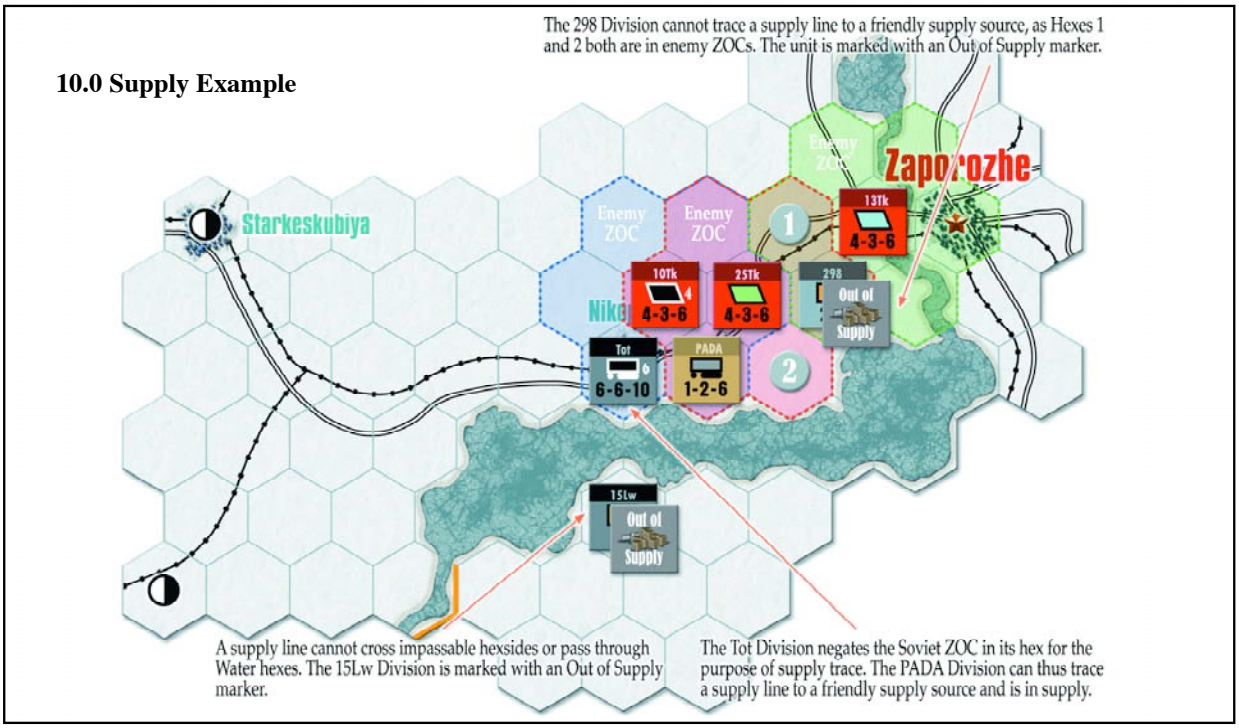
Once supply status has been checked for all units, HQs with Out of Supply markers must be relocated (see 12.7). Remove the markers after relocation.

# 11.0 REINFORCEMENTS

During the Reinforcement Segment, both players receive and place their reinforcement units due for this turn.

## 11.1 REINFORCEMENT UNIT PLACEMENT

**11.1.1** The Axis player places all his reinforcements first, then the Soviet player does the same. Combat units and HQs received



as reinforcements are placed on railroad hexes that can trace a continuous railroad route, unblocked by enemy ZOCs or enemy units (*including HQs*), to a friendly supply source. They *can* be placed in hexes not within Command Range of friendly HQs, but cannot be placed into enemy ZOCs. Friendly units do *not* negate enemy ZOCs for the purpose of placement.

Reinforcement units *can* be placed in an enemy-controlled Victory City. In this case, they take control of it.

*NOTE: Be careful to block the railroad lines with your units or the other player will place reinforcements deep behind your lines!*

**11.1.2 Command Chits:** The Command Chits corresponding to any Axis HQs placed on map as reinforcements, as well as any Manstein Command Chit due to arrive this turn, are set face down in the Axis Inactive Command Chit Pool. The Soviet player receives no Command Chits during the game.

**11.1.3** Reinforcements that cannot enter the map on the scheduled turn are considered eliminated.

### 11.2 GERMAN 1ST PANZER ARMY & SOVIET 28TH ARMY

**11.2.1** The HQs and combat units of the German 1st Panzer Army and Soviet 28th Army are not placed on railroad hexes during the Reinforcement Segment when they become available (Turn 1 for the 28th Army, Turn 4 for the 1st Panzer Army). They are instead placed in their respective reinforcement boxes. The 1PzA Command Chit is placed face down in the Axis Inactive Command Chit Pool when the 1st Panzer Army is set in its reinforcement box.

**11.2.2 Map Entry:** The HQ and combat units in a reinforcement box *must* enter the map during the Movement Segment when the HQ is first activated. They do so by moving normally—i.e., they enter any hex(es) adjacent to the box, paying normal movement costs, and go on with their movement. They *can* use strategic movement (see 8.3) if the first hex they enter is a road hex. Once units have left a box, they cannot reenter it.

**11.2.3** When activated, a HQ in a reinforcement box can activate only the units present in the same box; it cannot activate units outside.

### 11.3 HQ REMOVAL

HQs with no friendly combat units within their Command Range at the end of a Reinforcement Segment are removed from the game, along with their corresponding Command Chits. Romanian, Italian, and Hungarian HQs only consider German units and units of their own nationality as friendly for the purpose of this rule.

## 12.0 HQ SPECIAL RULES

**12.1 Overruns:** A HQ alone in a hex may be overrun by enemy combat units when they move, retreat, or advance after combat. The combat unit simply enters the HQ's hex, and the HQ is relocated (see 12.7). Note that a HQ alone in a hex *cannot* be attacked by enemy combat units during a Combat Segment.

**12.2 Combat Losses:** HQs never suffer step losses and cannot be eliminated as a result of combat. However, a HQ must be relocated (see 12.7) if all the combat units stacked with it at the beginning of a combat are eliminated as result of this combat, whether due to step loss, inability to retreat, or retreat into an enemy ZOC.

**12.3 Retreats:** A HQ stacked with combat units at the start of a combat must retreat with them if they are forced to retreat as result of this combat.

**12.4 Advance After Combat:** A HQ stacked with combat units at the start of a combat may advance with them, at the Attacker's option, if they advance after this combat. It can advance two hexes if it is stacked with mechanized units advancing two hexes.

**12.5 Unsupplied HQs:** A HQ with an Out of Supply marker at the end of a Supply Phase is relocated (see 12.7).

**12.6 Removal:** A HQ (and its corresponding Command Chit) is removed from the game if there are no friendly combat units within its Command Range at the end of a Reinforcement Segment (see 11.3).

**12.7 Relocation (see example on Page 16):** The HQ is removed from its current hex and immediately placed back on the map by its owner, and has any Out of Supply marker removed from it. The relocation distance must be the shortest possible, while meeting the following requirements:

**(1)** At least four hexes away from the hex the HQ is relocated from;
**(2)** Closer to any friendly supply source;
**(3)** Not in an enemy ZOC;
**(4)** Able to trace a supply line (see 10.1.2) to a friendly supply source.

Note that a combat unit does *not* have to be within the relocated HQ's Command Range at the time of relocation, but the HQ risks removal come the Reinforcement Segment if the situation does not change (see 12.6).

If the HQ cannot be relocated, it is received as a reinforcement on the next turn.

## 13.0 STALINGRAD POCKET

Until the end of Turn 4, Axis and Soviet units cannot use any hex within the Stalingrad Pocket area for any purpose, be it moving, tracing a supply line, using a rail line to place reinforcements, or anything else. The only exception is that Command Range *can* be traced through Stalingrad Pocket hexes.

From the beginning of Turn 5, the Stalingrad Pocket area hexes are normal hexes in every respect.

*NOTE: When the Stalingrad Pocket ceases to exist on Turn 5, the rail lines open up and the Soviet player can rail reinforcements wherever there are no Axis units or ZOCs to prevent it. If the Axis player is not careful, he will find Soviet reinforcements appearing deep behind his lines.*

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## 14.0 VICTORY CONDITIONS

**14.0.1** Both players may gain—and lose—Victory Points (VPs) during play as follows:

- City control: 5 VPs for each Victory City. This means that when a Victory City changes hands, the player taking the city gains 5 VPs while the player losing it loses 5 VPs.

*EXAMPLE: The VP levels are Axis 26, Soviets 8 when the Soviets capture Rostov. The VP levels are now Axis 21, Soviets 13.*

- Enemy combat units eliminated:
  Each German (*not* Axis) mechanized unit: 3 Soviet VPs
  Each German (*not* Axis) non-mechanized unit: 1 Soviet VP
  Each Soviet mechanized unit: 1 Axis VP

Out of supply or isolated units at the end of the game are considered eliminated.

*NOTE: Use the Control markers to note who controls which Victory Cities and keep eliminated enemy units on hand, so as to be able to easily calculate VP levels. Note that the Axis player begins with 25 VPs since he controls the five Victory Cities at game start.*

**14.0.2 Sudden Death Victory:** During the Sudden Death Victory Segment of any turn, if either player has at least 30 VPs more than his opponent, the game ends with a win for this player. If this never happens, the player who has the most VPs at the end of Turn 9 wins.

## 15.0 PLAY BALANCE

Some will feel ***A Victory Lost*** favors one side or the other. The optional rules below should give a bit of a boost to whichever side is felt at a disadvantage; players are free to experiment with them as they please.

**15.0.1 Soviet Help**

- Each eliminated German mechanized unit is worth 5 Soviet VPs.
- Administrative Movement: A Soviet unit which neither starts its move in an enemy ZOC nor enters one during its move gains one additional MP to spend. This is cumulative with strategic movement benefits (see 8.3).
- The 1st Panzer Army arrives as reinforcements on Turn 5.

**15.0.2 Axis Help**

- On the turn they arrive as reinforcement, Manstein chits are received during the Command Chit Selection Phase, not Reinforcement Segment, and so can immediately be selected to be put into the cup.
- During the Command Chit Selection Phase, the Soviet player must select his chits one turn in advance. On Turn 1, he selects his chits normally for the turn and note down his selection for Turn 2; on Turn 2, he uses the selection he noted down, and note down his selection for Turn 3, etc.
- After the initial Soviet Special Combat Segment on Turn 1, the Axis player may designate one of the chits he selected during the Command Chit Selection Phase as the next chit "drawn." After that, the remaining Soviet and Axis chits are put into the cup and play proceeds as usual.

## CREDITS

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