Pocket Stalingrad:

A game by David Laufle v1.0 ©2010

A fast paced game about Stalingrad playable in 30-45 minutes.

You will need: 2 players, one Soviet, one German.
The provided cards; or make your own from the provided information.
About 10 dice (5 unit dice, 1 'Rattenkrieg' event die, 2 Soviet and 2 German Command and Tactics dice respectively)
Approximately 20 unit markers for each player. "The Reserves"
5 Fortification markers
One Artillery Marker
One 'Night' token
A turn marker, and a few 'damage' markers would be useful as well.

Victory:
Capture 3 of the 5 City Areas by the end of Turn 5. If neither player has done this, the player with the most City Areas wins. In the case of a further tie, the most total Victory Points in Areas.

Area Cards: 1-6, Z.
Title is at the top.
Area 'number' is in the upper left under title. One card currently uses a letter; 'Z'; representing the Sewers and No Man's Land of Stalingrad; intentionally nebulous.
Some cards have special notes.
Areas 1-5 are usually referred to as 'City' areas and have a white Victory Point value in the lower right corner.
The bottom left corner of each City Area has a number of bronze stars. This is the number of units required to capture that Area during the Victory Phase.

Area #1: The Grain Elevator, 5 VP, 2 Stars. This Area cannot be captured by a side if any enemy units are present. You must wipe them out.
Area #2: Pavlov's House, 6 VP, 3 Stars. Controller (most units) can force a re-roll of the Ratt die once per player turn during step 3 (Resolve Dice).
Area #3: Mamayev Kurgan, 7 VP, 3 Stars. Controller gains +1 cmd on their turn.
Area #4: Central Stalingrad, 9 VP, 3 Stars.
Area #5: Dzerzhinsky Tractor Factory, 12 VP, 4 Stars. Begins the game with a Soviet Fortification.
Soviet Area #6: Volga Crossing, 2 Soviet Reinf. Soviet player only. Units exit in Infiltration phase for 1 cmd each.
German Area #6: Gumrak Airfield, 1 German Reinf. German player only. Units may cause kills in German Air phase at 1 cmd each.
Area Z: Sewers/No Man's Land, Combat cannot occur here unless the current player pays 1 cmd. No German Air attacks can occur here.

Play:
Each turn the Soviets will roll and resolve 8 dice. These will give the player tactical options, events, and add units to the city. The German player then does the same. The Germans will then have the opportunity to kill Soviet units after which the Soviets may infiltrate reinforcements. A mutual Combat and Victory phase then occurs wherein the City Areas are captured.

Turn Sequence:

Soviet Player
1. Reinforcements
2. Roll
3. Resolve dice
4. Infiltration

German Player: *As above 1-4.* Exc: German Air attacks(4.1) occur before other Infiltration.
5. Combat Phase
6. Victory Phase

1. Reinforcements:

The given player will add one (German) or two (Soviet) units to his Area #6. These are respective player controlled areas and will never have enemy units in them. They can receive friendly units on a unit die roll of 6.

2. Roll:

Each player picks up 8 dice. 5 Unit dice, one Command die, one Tactics die, and the 'Rattenkrieg' event die (aka the Ratt die). It is useful to use dice of different colors, as the types must always be distinguished and are not interchangeable.

Each roll the player MUST save one or more dice. Place unit dice off to the side, place the other 3 dice on their respective card when chosen.

If any **unit** dice are chosen of a given number, ALL dice of that given number just rolled must be set aside. (Ex: if a player rolls 1,3,5,5,5 and wants to keep the 5's he must put aside all 3.)

Once dice are set aside, they may NOT be re-rolled normally. When a player has chosen and set aside their last die, the roll phase is over and they will resolve them.

3. Resolve Dice:

Dice results do not carry past the Victory Phase except for Ratt roll #4.

Unit dice: for each number rolled place a new unit from the reserves into the Area with the matching number (1-6). Each area has a Maximum of 6 units per side, which may never be exceeded. A captured City Area (1-5) is out of play and die results saved for such areas will be wasted.

Command die: This is placed on the upper right of a player's Area #6 or where convenient. This becomes the number of Command points (CMD) available to the player.

CMD is used for Area #6 and almost all of the Tactics. The Soviet cmd total carries through to the Victory Phase. (It is usually spent in the German Infiltration phase).

'Rattenkrieg' event die (Ratt):
1. Sniper: -1 unit and +1 cmd. Lose a unit of your choice then gain one Command.
2. Breach: Deploy and -1 cmd. Execute the 'Deploy' action, then lose one command.
3. Ratze!: During the infiltration phase each player may move one enemy to a different area(1-5, Z) No units may move in or out of Area #6 in this way. Current player moves first.
4. DMG#6. Each player permanently reduces the unit maximum (six initially) of their Area#6 by one. This is cumulative. Use some sort of 'damage' indicator.
5. None. No event, 'whew!'
6. Unit Z. Add one unit from your reserves to Area Z.

'Deploy': During *your* Infiltration phase move any units out of Area Z into Areas 1-5. Then you may move any units from Areas 1-5 into Area Z. (units can't move between areas 1-5). This is FREE and costs No CMD.

Soviet Tactics die:
1. Fort. Execute the 'Fortify' action.
2. Unit Z + Nite. Add one unit from the reserves to Area Z. Then place the 'Night' token.
3. Arty + Dply. Execute the 'Deploy' action, then the 'Artillery' Action.
4. Arty + Nite. Execute the 'Artillery' action. Place the 'Night' token.
5. +1 cmd + Fort. Gain one command then execute the 'Fortify' action.
6. Dply + Guards. Execute the 'Deploy' Action. 'Guards' are available during the Victory phase.

'**Guards**': Add one unit to Area Z during the given 'Deploy' Phase. You may infiltrate one unit during the **Victory phase** if you have any units remaining in Area Z or Area #6 (1 cmd for the latter).

'**Fortify**': Add a 'Fortification' Marker to an Area (1-5) for 1 cmd. There can only be one per area, you may do this for each Area (1-5 only) if you have enough cmd.
Effect: Benefits Soviet player only. If an Area has a 'Fortification' marker and a Soviet unit it cannot be captured by the Germans regardless of unit totals.
For Soviet units: Reduces German kills against Soviet units by one in that area during the turn. A German Air attack could count towards this, after which all subsequent kills, Air and Combat attrition, are valid.
Fortifications do not inflict a kill, they can exist without the presence of units. The Soviet player may voluntarily destroy it to avoid a kill in the same Area. Otherwise, they are only destroyed by German Pioneers.

Ex: 3 Soviet units and a Fortress in combat with 3 German units. One German kill is reduced by the fortress. 2 Soviet units are removed and all 3 Germans are removed.
Ex: 1 Soviet unit and a Fortress in combat with 1 German unit. The German unit is killed.

'**Artillery**': At any time during the Combat phase a player with this tactic may move, remove, or place the Artillery marker for 1cmd on any *City* Area (1-5). If removed, place off to the side. If the tactic has been chosen by both players, alternate spending until done.
 Effect: An area with the Artillery marker does not resolve combat attrition **or Air kills**. Pioneer Fortification removal, and 'Ratt' events occur as normal. The marker stays put until moved again or removed by tactics. Capture can occur as usual.

'**Night' Token**: While in play *German Air attacks are reduced by one.* Additionally during the Air phase the Soviet player may spend cmd to reduce the air attack. The German player must announce his total Air attack cmd expenditure. Then the Soviet player may spend cmd to reduce it, even to zero. The German player may not spend over the allowable amount or spend after the Soviet player reduces the total. The token is removed during the Victory Phase.

German Tactics die:
1. Unit Z. Add one unit from the reserves to Area Z.
2. Arty + Dply. Execute the 'Artillery' action then the 'Deploy' action.
3. Pioneer. Pioneers available this turn. See below
4. 'Sturm'. Execute the 'Sturm' action.
5. Pnr + Dply. Pioneers available this turn. Execute the 'Deploy' action.
6. Sturm + Arty. Execute the 'Sturm' and 'Artillery' actions.

'**Pioneers**': During the next combat phase in Areas with German units, the German player may spend 1cmd to remove a Fortification. If one is not present they may instead inflict one kill before normal combat attrition occurs. They may do this once per area where they have units, if they have enough cmd.

'**Sturm**': If a unit in Gumrak Airfield (Area #6) resolves an 'Air' attack (paying normal cmd costs) it may then immediately infiltrate into City Areas 1-5. The attack and infiltration may be different areas. The German player must pay 1 additional cmd, but any or all units which were paid for initially may infiltrate, even if their attack was neutralized by night.

4. Infiltration Phase:

4.1 German Air: This occurs only for the German player, and only on the German players turn before other Infiltration. For each unit in Area #6 (Gumrak Airfield) they may spend 1 cmd to inflict 1 kill on any Soviet unit in Areas 1-6. (City Areas and Volga) They may not overspend. They may not spend cmd on a unit more than once.

This can be affected by the Soviet 'Night' Tactic: *Your first Air cmd spent is wasted.* The Soviet may further reduce the total with his cmd. Fortifications will nullify the first Air kill applied to a given area. In both cases , they may not spend cmd on that unit again this Air Phase. but may infiltrate the unit if they had 'Sturm' as a tactic.

Ex: Night in effect. 'Sturm' tactic chosen. Fort in Area #1. Soviets have 1 cmd. Germans have 4 cmd. German has 4 units in Gumrak. He spends all 4 cmd. *The first one is wasted.* He then assigns one air to Soviet Area #6, Volga Crossing, the Soviet player responds with his 1 cmd (kill cancelled). Then 2 air to Area #1 (results in 1 kill). All 4 units now infiltrate into any City Areas(1-5).

4.2 Volga Crossings : The Soviet player may during **either** players infiltration phase move units out of his Area #6 (Volga Crossing) into any City Area (1-5) by paying 1 cmd each.

Note: this is usually done by the Soviets during the German players turn after their unit placement rolls and air attacks.

4.3 Ratze and Deploy: 'Ratze!' movement by *both* players incurred by current players "Ratt" roll, current player chooses first. Then the '**Deploy**' action occurs for the *current player*.

5. Combat Phase:

Each players units inflict one kill on the enemy units simultaneously: 'Attrition'. The larger force difference will usually remain, see also Fortifications. This is not done if the Artillery marker is present.

Pioneers are used only by the German player and before normal combat attrition.

Combat Attrition does not occur in Area Z unless either player spends 1 cmd. (German has first option to do so)

If a player has the 'Artillery' action it may be moved or placed before or after any attrition.

6. Victory Phase:

Possible 'Guards' Infiltration at this time. Remove the 'Night' token. Any unspent cmd is then removed.

City areas are captured if a player has units equal to or greater than the number of bronze stars for the area. If both players do, the higher total wins. Enemy units do not prevent this except for Area #1 and Soviets with a Fortification. (Ex: Area #2 has 3 Soviet units and 2 German at the beginning of the Victory Phase. The Soviets capture Area #2.) In case of a tie, there is no capture, stalemate.

The Area is placed near the victorious player and is out of play. Units and Fortifications on the card are returned to their respective pools. The artillery marker, if present, is placed off to the side and can return to play later. Units can no longer be placed in the captured Area during the Roll Phase, any such die results you are forced to keep are wasted.

The special rules on Area #2 and #3 are permanent for the victor.

Total Victory is immediate upon capture of 3 City Areas. Otherwise, at the end of turn 5, the player with the most City Areas wins. A tie in number of Areas goes to total VP.

Note: Area #1 and #2 (11 VPs total); will win over the single Area #5, 12 VPs.

- Enjoy, David Laufle