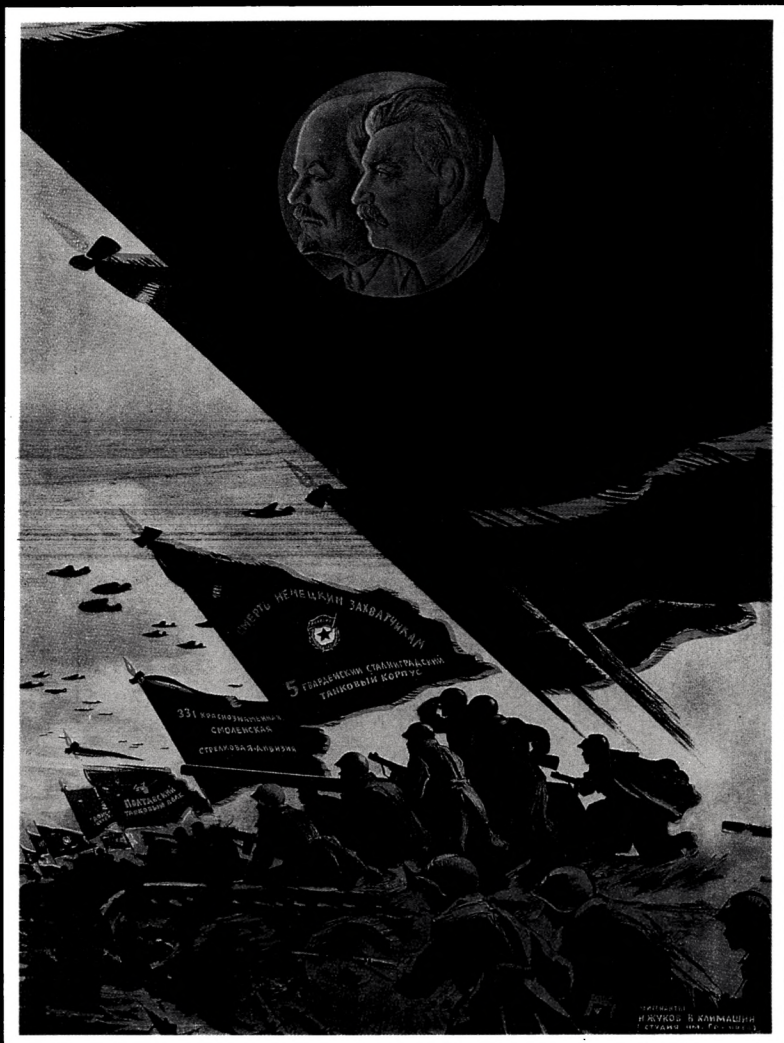


STALINGRAD

BY KEN WRIGHT



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STALINGRAD

1. LOADING INSTRUCTIONS

The procedure for loading a game into your Spectrum is given in your manual. Please follow these steps for loading the game.

1. Connect the ear socket of the computer to the ear socket of your tape recorder.
2. Set the volume control as per your Sinclair manual.
3. Adjust the tone control to maximum.
4. Press play on the recorder or data recorder.
5. Type LOAD "" and ENTER (or ENTER 128K).

For Plus 2 computers, only steps 4 and 5 are necessary.

Load at low volume as corruption can take place at high volume even though it may not be immediately apparent.

2. INTRODUCTION

In Stalingrad you command the German armies of Army Group South, commanded by Field Marshal von Bock, who in the Spring of 1942 embarked upon the Stalingrad campaign.

Your command consists of the 1st and 4th Panzer Armies, 2nd, 6th, 11th and 17th Armies plus the Rumanian army.

3. DISPLAY

The display can be scrolled up and down, left and right, by using the cursor keys. The total playing area is 7 times the size of the screen. The reported positions of both friendly and enemy troops are shown initially. Each unit displays its type and army designation. The game is menu driven and at the foot of the screen the menu displayed shows the options and instructions available at each stage. Access to each army is made via Army Information Centres represented by the flags of the various nations.

4. SEQUENCE OF PLAY

4.1 START MENU

In this menu you are asked to set your game level as follows:-

Beginner - key 1

Standard - key 2

Advanced - key 3

The difficulty level is affected by the morale level of the Soviet army.

LOAD AND SAVE GAME OPTION

If you wish to load a previously saved game then press L key and start the recorder.

If you have missed the loading section then at the Save Game Section press the S key, press any key, then press the BREAK key and then enter the command GO TO 400. When entering the game level do not hold the ENTER key down.

To start a new game, press any other key. At the start of each game turn you can save the current game. Press the S key. Start recording and press a key. Alternatively, omit this option by pressing a key other than the S key. If you inadvertently press the S key and do not wish to save the game, then allow the saving process to be completed and then continue the game.

Because saving a game takes 1½ minutes, another method is to press the BREAK key and then enter the command CONTINUE. Using this option to build up a library of permanent recordings, allows the player to test different strategies starting at various stages of the player's own choosing. A number of different scenarios can be created in this way allowing the player to examine each one in detail using different strategies.

INCREASED DIFFICULTY

After loading and entering the game level, press the S key, then press any key, then press the BREAK key. POKE 49527,2. Enter the command GO TO 3050. This increases the difficulty in each of the game levels. The difficulty can be increased by poking in larger values.

4.2 MAIN MENU

The map can be scrolled from this menu using the arrow keys. Key A to access the Army Orders Menu or key ø to start the next game turn without issuing any new orders from the Army Order Menu.

4.3 ARMY ORDERS MENU

The map can be scrolled from this menu using the arrow keys.

ORDER MOVEMENT

Key O will display the player's Army Menu.

To access an individual army, press the key whose code corresponds to that Army. eg. 2nd-key 1.

After access to an army the X cursor (centre) appears on the Army Information Centre (AIC). An X appears on one unit, an R on a second unit and an L on a third unit.

Move the X cursor to the position you wish to move to and press the T key. Repeat this procedure for the R (right) and L (left) units. These first 3 units represent the right flank of the army as a whole.

Repeat the above procedure for the second set of 3 units. These units represent the left flank of the army.

Should you wish to retain a previously issued order to any unit then there is no need to move the cursor, simply press the E key not the T key. The unit will continue to respond to the last order issued to it. This allows the player to change one or two unit orders without the need to reset all other unit orders.

After setting up an army's front line the player must order the Army Commander to attack, defend or use his own discretion by pressing A, D or E respectively.

The Attack Order can be used to break a stalemate position or to maintain an advance where the advance is necessary at all costs. Revert to discretion the moment you think this will suffice or where there is a need to reduce losses.

DETAILS

Press G or R to access respective Army Menu.

Press the code number of the army required.

If the screen scrolls and you have released the key, details of the army's units will be displayed. A further "key press" is required to return to the army's menu.

If the screen does not scroll then keep the key pressed to display the details. Releasing it returns to the menu.

The units are presented top down corresponding to R X L of right flank, R X L of left flank.

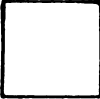





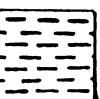

TERRAIN

Press G or R to access respective Army Menu.

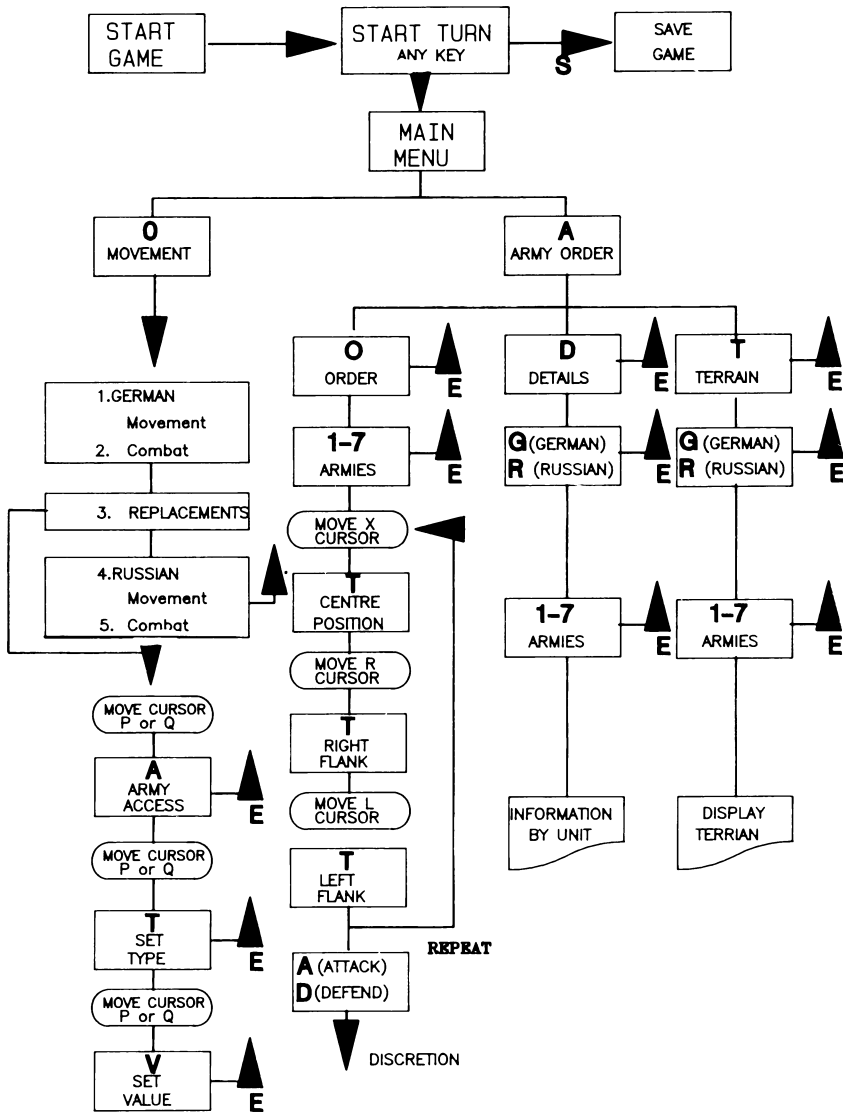
Press the code number of the army required and keep it pressed.

The terrain under each unit will be displayed. When the key is released the unit's symbol may or may not be returned to the screen. When a unit's symbol is not returned this indicates that the precise position of those units is not known to the computer opponent.

TERRAIN CHART

TERRAIN	SYMBOL	MOVE- MENT COST	COMBAT ADJUSTMENT
Clear	 Green	2	None
Town	 Black	3	Defender +30%
River	 Blue	3	Attacker -20%
Major River	 Blue	4	Attacker -40%
Forest	 Black	3	Defender +25%
Rough	 Black	3	Defender +25%
Marsh	 Blue	3	Defender +15%
Supply Base	 Black	-	-

MENU STRUCTURE



4.4 MOVEMENT

Six movement points are allocated each turn for Infantry units, 8 for Mechanised and 10 for Armour.

These are deducted according to terrain crossed as shown on the Terrain Chart.

Movement is restricted to a maximum of 4 positions per turn.

Each unit exerts a degree of control over adjacent positions. As a result, no unit next to an enemy unit may move directly to a position that is also adjacent to an enemy unit.

4.5 COMBAT

After each army's movement the units of that army are considered attacking units during combat and the opposing units as the defenders.

Combat terrain adjustments are applied as shown on the Terrain Chart. Combat occurs between adjacent enemy units including diagonal adjacency.

Units with a Defend Order will not attack and when themselves attacked will defend with a 20% bonus to their effectiveness.

Units with a Discretion Order will only attack if their respective Army Commanders believe there is a reasonable chance of success.

Units with an attack order will attack all adjacent enemy units regardless of relative strengths.

In combat an Armoured Unit has a 20% bonus added to its effectiveness. Mechanised Units have 10% and Infantry Units none. This bonus is added whether attacking or defending.

In a single combat phase each unit will have its effectiveness reduced by one quarter of its current strength in its second and subsequent combat in that combat phase.

ADVANCE AND RETREAT DURING COMBAT

Defending units may retreat, and attacking units advance, depending on the results of combat and the number of movement points a unit has left after the Movement Phase.

A retreating unit will move in a direction determined by the relative positions of the 2 units. An advancing unit will move towards the position set by its current Movement Order.

A unit of the player's army subject to retreat will move to, and remain at, the retreat position until another order is issued to that army. A retreat move may take place in the following movement phase if the unit did not possess enough Movement Points in the combat phase.

An attacking unit advancing after combat will still resolve combat with all enemy units it was adjacent to before the advance took place.

5. **ARMY INFORMATION CENTRE (AIC)**

The player's AIC's are for purposes of access and control. The computer's AIC's provide the player with limited intelligence of the computer's forces.

It must be stressed that an AIC is not a physical unit. Units may move freely through an AIC without effect.

6. **COMMAND RADIUS**

A unit more than **4 positions** from its AIC at the start of a Movement Phase will move towards its AIC.

The position of an AIC is the centre of each army calculated on the average line and column numbers of all units in each army.

7. **LIMITED INTELLIGENCE**

Computer units whose exact positions are known are displayed on screen. Units whose position but not type are known are displayed by an AIC symbol.

Armies whose general whereabouts are known have their AIC displayed.

8. **MORALE**

The morale level of a unit adds to the overall effectiveness of each unit as follows:-

Excellent +30%: very good +25%: good +20%: fair +15%
Low +10%: poor +5%: abysmal 0%

Any unit suffering 10% or 15% losses in a single combat has its morale reduced by one step. A unit suffering 20% losses in a single combat has its morale reduced by 2 steps.

9. **REORGANISATION**

A unit less than 50% effective will disband at the rate of one unit per army per turn. This unit's strength is then shared between the remaining units in the same army. Reorganised strength is limited to a maximum of 95%. A Soviet army of 2 units may disband in the same turn.

10. GERMAN 11TH ARMY

This army will cross the Kerch Straits after the following conditions have been met:-

- (1) When at least one German unit enters the promontory opposite Kerch.
(The right hand cyan border of the Replacement Box is on the column that must be reached by this unit).
- (2) After the Kerch Straits crossing has been triggered in this way, the German 11th Army will enter the map if the promontory is clear of all units including the unit(s) which met condition (1).

11. SUPPLY

Supply sources:-

GERMAN BASE SUPPLY POSITION

This position is the centre of the German armies on the map. If this position coincides with an unoccupied position, then the Base Supply symbol will be displayed on the map during the Orders Phase. Otherwise the player must judge this position from the average position of all on map units.

The range of supply from this supply base is **5 unit positions**.

11.1 CITY SUPPLY

A city is shown by a Town Symbol (see terrain chart) in all 4 print positions.

A city in supply will have its Town Symbols replaced by the Supply Symbol unless it is occupied by a unit. If occupied the city will still act as a Supply Base if it still meets the following criteria.

To achieve supply status the player must have at least one unit in or adjacent to the city with no computer unit adjacent to that city.

A line is then drawn from that city to another city already in supply and if no computer unit is on or adjacent to that line then the city becomes a Supply Base.

City supply range is **4 unit positions**.

To be in supply an army's AIC must be within range of a Supply Base at the start of a Movement Phase.

Armies that are out of supply may not receive replacements. Units of an out of supply army have their movement factor reduced to 4 points regardless of type and suffer a 15% penalty in combat.

Whether an army is in supply or not can be checked at the replacements phase. If access to an army is denied then the army is not in supply.

CITY SUPPLY STRUCTURE

CITY	Draws supply from
Oboyan	left hand map edge
Kharkov	left hand map edge
Dnepropetrovsk	left hand map edge
Voronezh	Oboyan
Rossosh	Voronezh or Kharkov or Voroshilovgrad
Voroshilovgrad	Rossosh or Dnepropetrovsk or Taganrog
Taganrog	Dnepropetrovsk or Voroshilovgrad
Rostov	Dnepropetrovsk or Voroshilovgrad
Krasnodar	Rostov
Tsimlyanskaya	Voroshilovgrad or Rostov
Kletskeya	Tsimlyanskaya or Voroshilovgrad or Rossosh
Kotelnikovo	Kletskeya or Tsimlyanskaya or Stavropol
Stavropol	Krasnodar or Tsimlyanskaya
Stalingrad	Kletskeya or Kotelnikovo
Kamyshin	Kletskeya or Stalingrad
Saratov	Kamyshin

12. REPLACEMENTS

These are issued from the Replacements Box after German army movement.

The player's replacements start to accumulate after game turn 5.

Both player and computer have a number of replacements.

The player's replacements consist of 18 units of infantry (1800 points or %) plus a variable number of mechanised and armour replacements. On average these will amount to another 18 units worth of replacement points.

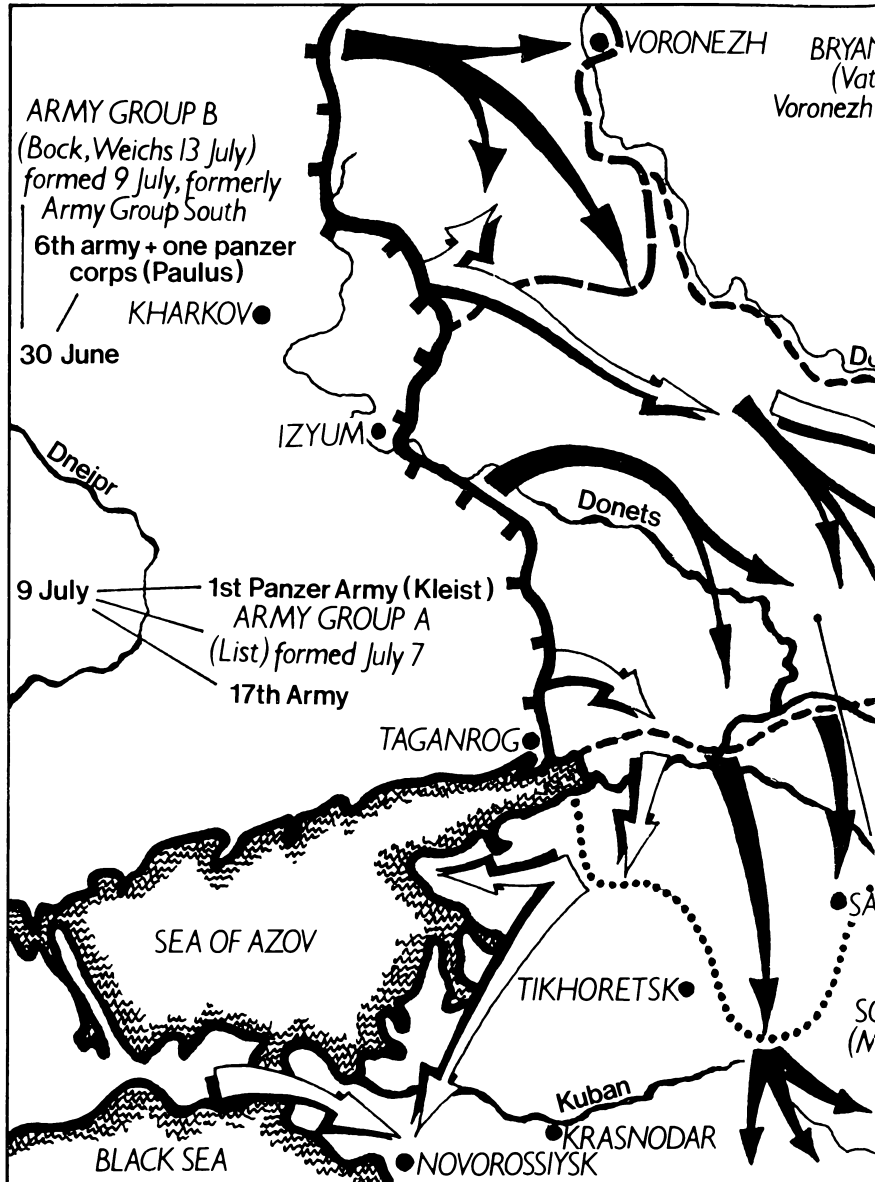
The computer receives 7 reinforcement armies of 5 units each, plus a number of replacement points.

The computer's new armies will enter the map anywhere between the two pairs of arrows. A German unit close to the map edge will prevent entry in that unit's immediate area.

The map can be scrolled from the Replacement Menu by use of the arrow keys.

To issue replacements use the P and Q keys to move the pointer to the appropriate army and press key A. If access does not occur then it means that the army was not in supply at the start of the Movement Phase.

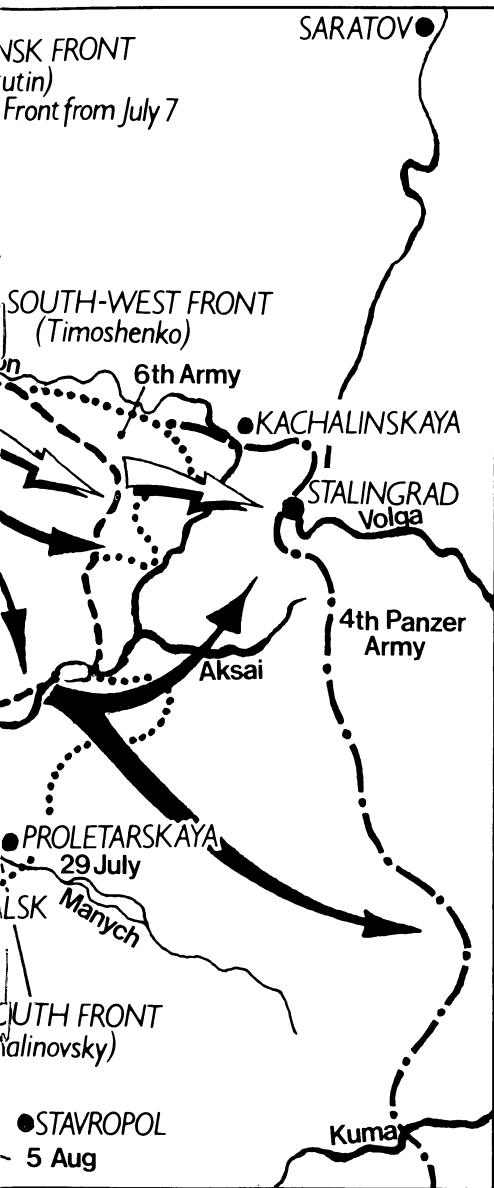
On access use the P and Q keys to point to the type of replacement required and press key T.



0 Miles

0 Kilometres

FOR STALINGRAD



FRONT LINES, 1942

 28 JUNE

 7 JULY

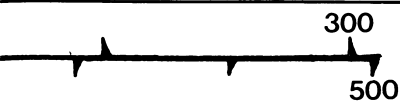
 22 JULY

 1 AUG

 18 NOV

 GERMAN ARMOUR

 INFANTRY



Point to the value required and press the V key followed by the E key. That number of replacements will then be shared between the units of the army that are of the type selected.

If you wish to add replacement values together to create a value not presented on the table of values, then access each value and press V after each value and finally press the E key. All the values are added together and the total number of replacements are issued to the army.

Should you issue more replacement points to an army than it can accept, then the extra points are added back to the total available and are not lost.

If an army has less than 6 units then a new unit of any type can be created in that army. When replacement points are issued to such an army then the points are shared between the existing units of that type. If 100 or more points remain unused in this way, then a new unit of the type of replacement will be created. **This will occur only if the army's AIC is visible on the map.**

Because the player will not know the exact strengths of existing units, then issue many more points than necessary to ensure that at least 100 points remain to create the new unit required.

When a new unit is created then the morale of all existing units in that army is increased. Units whose morale is less than good have their morale set to good. Other units have their morale increased by one step to a maximum of excellent.

Because of the abstract nature of issuing replacements this section has been made deliberately awkward to redress the balance in terms of reality. The player must maintain a knowledge of the state of each army from the 'DETAILS' section and assess losses to each army during combat.

13. VICTORY CONDITIONS

The game is terminated if any of the following conditions exist:-

- 1) Either army is reduced to less than 40% effectiveness.
- 2) German units occupy Stalingrad, Stavropol, Saratov on the same game turn.
- 3) A Russian unit occupies Kharkov or Dnepropetrovsk.

Victory is decided purely on the effectiveness of the 2 armies on map units at the moment the game is ended.

To continue the game enter 'Y'.

To replay press Enter and reload from cassette. This is necessary because there is insufficient memory to hold a copy of all initial volatile data.

If you inadvertently press a key other than the 'Y' key and you wish to continue the game, then press BREAK and ENTER RETURN.



Reconnaissance Patrol.

DESIGNER'S NOTES

The game taken as a whole, nor any aspect of it, has been designed to be easy! My objective is to provoke thought from the player at every stage, and as the player's ability to command an army increases, so the game will give greater reward. The subject is treated in a serious manner with no attempt made to glorify war, such as including sound effects. The satisfaction and enjoyment of the game will be gained by those who like a challenge.

Stalingrad is, therefore, designed to address the intelligence of the player, and presents him with as many of the historical problems and options as possible, on a turn by turn basis. The Supply Rules, for example, are largely abstract in nature in order to avoid forcing the player to twiddle his thumbs for several turns waiting for an army's supply to improve. The whole process of Supply and its effects is speeded up to retain the problems and avoid delay. The same idea applies to Replacements. The ability to instantly reinforce an army is unreal but both the computer opponent and the player have this ability so that the reality of the effect of reinforcement is restored without the waiting.

As for playing and winning the game, the player should experiment with both strategy and tactics. Strategically the main considerations, apart from the geographic objections set, are (a) the 'supply desert' between Voronezh and Saratov in the upper part of the map, (b) what priority bringing the 11th Army into the game should have, (c) at what point and in which areas purely defensive front lines should be established and (d) to generally decide where the main weight of the attack should be.

Supply cities are of particular importance because an army out of supply cannot be issued with any replacements. The player should treat these cities as intermediate objectives as their capture and defence is of overriding importance if the final objectives are to be achieved.

Bear in mind that the edges of the map are not the limits of the Soviet Union. Historically Voronezh and the territory to the north, remained in Soviet hands. The computer opponent is, therefore, quite entitled to bring new armies on at this point, regardless of where the current front line in the game is situated. A German unit close to the map edge will prevent entry of such armies in that particular area.

The Command Radius Rule is designed to simulate difficulties of organisation and command, albeit in a largely abstract manner, which existed in reality despite good communications. It also forces the player to pay attention to what is happening to each unit, both in movement and combat. Remember, retreating after combat can readily cause loss of control of an individual unit.

The player should bear in mind that this game is an historical simulation, not historical duplication. It allows both the player and the computer opponent to test 'what if' strategies.

The greater proportion of time taken writing this game was spent on creating the computer opponent. The object was to produce a thoroughly competent computer opponent so that there is no particular method of winning which, once identified, wins every game. At level 3 in particular, the only way to win is to consistently outplay your opponent by making better decisions. Throughout the game identify the opportunities available to you and equally as important, those available to your opponent and guard against them.

Remember that you are playing against a computer opponent that has access to information only on the same basis as yourself, and therefore has no hidden advantages. It does, however, possess a degree of decision making that will challenge the most experienced player!

My favourite criticism from a reviewer concerned 'Austerlitz', a game I wrote some years ago. He carefully explained how the French army got itself into a hopelessly entangled mess and then proceeded to blame both the game and the computer for this lamentable situation! Apparently, it hadn't occurred to him that the responsibility was his as he was in command of the French army! If you find some aspect of the game difficult or confusing, which initially you almost certainly will, then remember that the explanation exists in the documentation. For example, the rule concerning 'adjacency' will produce some peculiar moves and deny other apparently possible ones.

GOOD LUCK!

KEN WRIGHT



German lorry drivers build igloo walls around the engines of their lorries to protect them from the powerful icy winds which bring sub-zero temperatures.

HISTORICAL NOTES

By 1942 both the German and Soviet armies had reached the stage where neither of them could continue offensive operations along the whole of the Eastern Front, and they both decided to concentrate their efforts on the southern sector.

The main aim of the Soviet offensive was to retake Kharkov. Limited success, particularly south of Kharkov, was achieved and because of the German build up in this sector for their own offensive, the advance of the Red Army was quickly halted. The Soviets' massive efforts throughout their winter campaign on all fronts, and the Kharkov offensive in particular, left the German army in the south with a numerical superiority and the initiative for a major offensive.

The German plan to take Stalingrad was initially designed to stop the flow of oil from the oilfields of the Caucasus, after which the bulk of the German army would move northwards through Saratov, and so threaten the Russian position in the centre around Moscow.

On 28th June 1942 the Wehrmacht launched itself against the Soviet line. Once again the blitzkrieg carried all before it. The tanks of 4th Panzer Army were soon rolling across the open steppe towards Voronezh. South of Kharkov the 1st Panzer Army moved quickly across the Donets and headed for the lower Don. Deprived of the mass of numbers they had enjoyed in 1941 and with no terrain on which to organise local defences, the Russian army reeled backwards.

Fear of a move by the Germans, through Voronezh northwards towards Moscow, prompted STAVKA to create 'Voronezh Front' and to release many of their reserves around Moscow in an attempt to stabilise the situation. The increase in resistance in this area forced the German command into making major changes to their plan. They decided to set up a purely defensive line stretching from Voronezh to the bend of the Don. Von Paulus' 6th Army would push on towards Stalingrad whilst Hoth's 4th Panzer Army would turn south and cross the Don around Tsimlyanskaya. Hoth would then support the 6th Army's drive to Stalingrad from the south. Meanwhile the 1st Panzer Army and the 17th Army would push on southwards towards the oilfields.

Towards the end of July, Von Paulus decided that his 6th Army, without first regrouping, should make a rush for Stalingrad. This meant that both armies were committing Divisions in a piecemeal fashion and it became increasingly difficult for the 6th Army to clear the Russian forces from the bend of the Don, and their failure in this respect, around Kletskaya, would lead to disaster later on. This entire area was handed over to the Rumanians who subsequently failed to clear out the small bridgeheads that the Russians maintained across the Don.



Supported by a Mark VI tank with its 75mm gun, a group of Infantry men rest before resuming the attack upon Stalingrad.

Von Paulus was unable to cross the Don and had to wait during the first part of August for the 4th Panzer Army to fight its way up from the south. The first attack on Stalingrad started on August 19th and initially progress was slow. It appeared that the German troops, sensing final victory, were reluctant to take risks. Russian reports stated that the prowess of the German tank crews, so evident earlier in the campaign, was now missing and that the general movement of the German army was sluggish.

However, units of the 6th Army forced a narrow gap in the Soviet line and by the evening of the 23rd August, the 14th Panzer Corps was approaching the outskirts of Stalingrad. Von Paulus thought that Stalingrad was now within his grasp but as the days passed the Russian defenders fought tenaciously for every inch of ground and the German advance came to a halt.



A gun team composed of men and the Luftwaffe bring their camouflaged anti-tank gun into action in front of one of the main buildings of Stalingrad.

Stalingrad acted as a magnet to both sides. Hitler moved his Headquarters from Rastenburg to Vinnitsa where it remained for the rest of 1942. The Russians quietly removed Marshal Timoshenko from command and replaced him with Zhukov and his 'team' who had been so successful in the Moscow counter offensive the previous winter. The stage was being set for the battle that was to decide the outcome of the war. Von Paulus' plan for the final onslaught against Stalingrad lacked imagination. No attempt was made at encirclement, the Volga ferries shipped Russian reinforcements across without hindrance and the massed artillery on the eastern bank of the Volga was largely ignored by the Luftwaffe. Instead, the total resources of the 6th Army were massed for a head on collision with the Russian defenders which resulted in fierce hand to hand fighting for every building.



Field Marshal von Paulus at the Russian Headquarters after his capture.

The German plan recreated the slaughter of Verdun. The Russian defenders fought with maniacal ferocity. Week after week the Germans inched their way across the city.

On 14th October Hitler ordered all forces to go onto the defensive except for those involved in the immediate Stalingrad area. The Russians meanwhile had been planning an ambitious operation of grand encirclement designed to breakthrough the flanks of the Stalingrad position from both the north east and the south east. The soviet counter-attack began on 19th November and was immediately successful. After only five days the two prongs of the offensive linked up and encircled 22 German Divisions.

What followed was a steady tightening of the net whilst more and more units were fed in to prevent the successful relief of the German 6th Army. The attempt to relieve Stalingrad was mounted from the Kotelnikovo area and was made up of remnants of the 4th Panzer Army, the 4th Rumanian Army and reserves brought in from other areas as far away as Voronezh and Orel. The attack came close to reaching the 6th Army but the Germans could no longer maintain their momentum and the operation, code named 'Winter Storm', blew itself out. In total the German army had lost 32 Divisions with 16 more severely depleted. The Wehrmacht had been shaken to its foundations and the ultimate fate of Germany sealed.



Germans sign final surrender terms in Berlin. Air Chief Marshal Sir Arthur Tedder (left) and Russian Marshal Zhuhov examine the unconditional surrender terms.

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ACKNOWLEDGEMENTS

Program written by Ken Wright.

Front Cover - Russian War Poster.

“Forward to the West”.

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