

Streets of Stalingrad – Game Turn Sequence Outline

1 Administrative Phase

	ACTION	G	S	RULES
a	German may declare game over	●		3.1
b	Restack EXPLOSION markers with owning units	●	●	14.03
c	Soviet adjusts OUT OF SUPPLY markers		●	19.04
d	Soviet resolves OUT OF SUPPLY for NKVD units		●	16.85
e	German checks OUT OF SUPPLY status for his units	●		19.6
f	Consolidate formations	●	●	20.0
g	German rolls die for STUKA availability	●		15.52
h	Check for ammo shortages (from 20 September – 01 Oct)	●	●	14.7
j	Soviet rolls for bad weather (from 21 October)		●	15.53
k	German carries out withdrawals	●	●	21.5

2 Sim-bomb Phase

a	German places STUKA & EXPLOSION markers	●	●	14.48
b	Soviet places EXPLOSION markers		●	14.48
c	German resolves bombardment removing EXPLOSION & STUKA markers, or leaves them as interdiction	●		14.45 14.84, 15.11 15.21
d	Mark German OP units spotting this phase 'NO MOVE' till Phase 3s	●		14.95
e	PINNED East Bank firing artillery – restack EXPLOSION markers with units which remain PINNED till Phase 8p		●	14.49
f	Soviet resolves bombardment removing EXPLOSION markers, or leaves them as interdiction		●	14.45 14.84
g	Mark Soviet OP units spotting this phase 'NO MOVE' till Phase 4e		●	14.95
h	Bring back OP units eliminated in Phases 13-15 last Game Turn. OP units eliminated this phase return Phase 6k. 'NO SPOT' OP units (Phase 15k) cleared for spotting in future phases	●	●	14.98 14.99

3 German Movement Phase

a	German Reinforcements/Replacements enter boxes 1 – 4. Entering IF units marked 'NO FIRE' till Phase 5m	●	●	14.11 21.2
b	German wounded leaders return	●		18.42
c	German identifies dismantled units	●		8.7
d	German makes each breakthrough move...	●		8.5
e	Soviet opportunity fire vs (d) above... (Firing units 'NO MOVE' till Phase 4e)		●	8.32 11.0
f	German declares each breakthrough attack...	●		10.0
g	Soviet defensive fire vs attackers...		●	9.5 10.3
h	German resolves each breakthrough attack...	●		10.6
j	Soviet may make instant counter attack vs "BREAKTHRU" hex...		●	10.8 12.0
k	Unpinned German units may move full MP, into/from offmap boxes, through BREAKTHRU markers. (Moving OP and all moving artillery units with MP of 12 or 15 marked 'NO SPOT'/'NO FIRE' respectively till Phase 5m)	●	●	8.03 8.46 8.47 9.101 10.7 14.11 14.96
l	Soviet opportunity fire vs (k) above...(Firing IF units 'NO MOVE' till Phase 4e)		●	8.32 11.0
m	German places ATTACK markers	●		9.02
n	Unpinned, not yet moved, German units may use deployment movement...(Moving OP and all moving artillery units with MP of 12 or 15 marked 'NO SPOT'/'NO FIRE' respectively till Phase 5m)	●	●	8.2 9.101 14.11 14.96
p	Soviet opportunity fire vs (p) above... (Firing IF units 'NO MOVE' till Phase 4e)		●	8.32 11.0
q	Mark Soviet OP units spotting this phase 'NO MOVE' till Phase 4e		●	14.95
r	'NO MOVE' German OP (Phases 12f , 13g, 14n, 15g last turn and 2d this turn) and IF units (Phases 12d and 12e last turn) cleared for movement in future phases	●		14.95 14.12
s	Change BREAKTHRU markers to SPENT	●		10.9
t	German leaders and qualifying OP units may move 16 hexes or to any unit of their command (Moving OP units marked 'NO SPOT' till Phase 5m)	●	●	14.92 14.96 14.93 18.15
	<i>OP units eliminated this phase return Phase 6k</i>			14.98

4 Soviet Reserves Movement Phase

	ACTION	G	S	RULES
a	Soviet marks any dismounted units	●	●	8.7
b	Qualifying Soviet units may move... (OP/IF units marked 'NO SPOT/NO FIRE' respectively till Phase 5m)	●	●	8.32 14.11 14.96
c	German opportunity fire vs (b) above...	●		11.0
d	Soviet leaders and OP units may move 16 hexes or to any unit of their command (Moving OP units marked 'NO SPOT' till Phase 5m)	●	●	14.92 14.93 14.96 18.15
e	'NO MOVE' Soviet units cleared for movement in future phases	●	●	8.32 14.95

5 German Attack Phase

	For each attack...	G	S	
a	German designates all units involved plus tactics (STUKAS only if LW OP spotting...)	●	●	9.62 9.67 9.7
b	Qualifying Soviet defenders may retreat...	●	●	9.4
c	German opportunity fire vs (b) above...	●		11.0
d	Soviet defensive fire by units being attacked... (Mark Firing IF 'NO MOVE' till Phase 10s)	●	●	9.5 14.12
e	Soviet defensive fire by units not being attacked... (Mark Firing IF 'NO MOVE' till Phase 10s)	●	●	9.601 14.12
f	Mark Soviet OP units spotting this phase 'NO MOVE' till Phase 10s	●	●	14.95
g	Qualifying designated units (a) above resolve attack...	●	●	9.66 9.67 9.7
h	Mark German OP units spotting this phase 'NO MOVE' till Phase 7n	●	●	14.95
j	Possible German advance after combat... (advancing OPs 'NO SPOT' till phase 6k)	●	●	9.85 14.96
k	Possible Soviet instant counter attack...	●	●	12.0
l	Possible Soviet retreat after combat...	●	●	9.87 9.88
m	All artillery units with MP of 12 or 15 and OP units marked in Phases 3a, 3k, 3n, 3t, 4b, 4d cleared for fire/spotting next phase	●	●	9.101 14.11 14.96
n	All STUKA + EXPLOSION markers (including interdiction) removed	●	●	14.84 15.22
	<i>OP units eliminated this Phase return Phase 6k</i>	●	●	14.98

6 Sim-bomb Phase

a	Remove all PINNED markers unless beneath ATTACK markers	●	●	9.114
b	Remove ATTACK markers	●	●	9.114
c	German places STUKA & EXPLOSION markers	●	●	14.48
d	Soviet places EXPLOSION markers	●	●	14.48
e	German resolves bombardment removing EXPLOSION & STUKA markers, or leaves them as interdiction	●	●	14.45 14.84 15.11 15.21
f	Mark German OP units spotting this phase 'NO MOVE' till Phase 7n	●	●	14.95
g	PINNED East Bank firing artillery – restack EXPLOSION markers with units which remain PINNED till Phase 8p	●	●	14.49
h	Soviet resolves bombardment removing EXPLOSION markers, or leaves them as interdiction	●	●	14.45 14.84
j	Mark Soviet OP units spotting this phase 'NO MOVE' till Phase 10s	●	●	14.95
k	Bring back OP units eliminated earlier this Game Turn. OP units eliminated this phase return Phase 9g. 'NO SPOT' German OP units (5j) cleared for spotting in future Phases	●	●	14.98 14.99 14.96

7 German Exploit Movement Phase

	ACTION	G	S	RULES
a	German identifies dismounted units	•		8.7
b	German makes each breakthrough move...	•		8.5
c	Soviet opportunity fire vs (b) above...		•	11.0
d	German declares each breakthrough attack...	•		10.0
e	Soviet defensive fire vs attackers...		•	9.5 10.3
f	German resolves each breakthrough attack...	•		10.6
g	Soviet may make instant counter attack vs "BREAKTHRU" hex...		•	10.8 12.0
h	Unpinned German units may move half MP(FRU, excluding into/from offmap boxes, through BREAKTHRU markers, (Moving OP and all moving artillery units with MP of 12 or 15 marked 'NO SPOT'/NO FIRE' respectively till Phase 8m)	•		8.01 8.46 8.47 9.101 10.7 14.11 14.96
j	Soviet opportunity fire vs (k) above...		•	11.0
k	German places ATTACK markers	•		9.02
l	Change BREAKTHRU markers to SPENT	•		10.9
m	Mark Soviet OP units spotting this phase 'NO MOVE' till Phase 10s		•	14.95
n	'NO MOVE' German OP units (Phases 5h, 6e) cleared for movement in future phases	•		14.95
p	German leaders and OP units may move 16 hexes or to any unit of their command (Moving OP units marked 'NO SPOT' till Phase 8m)	•		14.92 14.93 14.96 18.15
	OP units eliminated this phase return Phase 9g			14.98

8 German Exploit Attack Phase

	For each attack...	G	S	RULES
a	German designates all units involved plus tactics (STUKAS only if LW OP spotting...)	•		9.62 9.67 9.7
b	Qualifying Soviet defenders may retreat...		•	9.4
c	German opportunity fire vs (b) above...	•		11.0
d	Soviet defensive fire by units being attacked... (Mark Firing IF 'NO MOVE" till Phase 10s)		•	9.5 14.12
e	Soviet defensive fire by units not being attacked... (Mark Firing IF 'NO MOVE" till Phase 10s)		•	9.601 14.12
f	Mark Soviet OP units spotting this phase 'NO MOVE' till Phase 10s		•	14.95
g	Qualifying designated (a) units resolve attack...	•		9.99 9.67 9.7
h	Mark German OP units spotting this phase 'NO MOVE' till Phase 11e	•		14.95
j	Possible German advance after combat...(Mark advancing OP units 'NO SPOT' till Phase 9g)	•		9.85 14.96
k	Possible Soviet instant counter attack...		•	12.0
l	Possible Soviet retreat after combat...		•	9.87 9.88
m	All artillery units with MP of 12 or 15 and OP units marked in Phase 7h, 7k, cleared for fire/spotting in future phases	•		9.101 14.11 14.96
n	All STUKA + EXPLOSION markers (including interdiction) removed	•	•	14.84 15.22
p	Remove all PINNED, SPENT and ATTACK markers including PINNED markers in E Bank boxes	•	•	9.115
	OP units eliminated this Phase return Phase 9g			14.98

9 Sim-bomb Phase

a	Soviet places EXPLOSION markers		•	14.48
b	German places EXPLOSION markers	•		14.48
c	Soviet resolves bombardment removing EXPLOSION markers, or leaves them as interdiction		•	14.45 14.84,
d	Mark Soviet OP units spotting this phase 'NO MOVE' till Phase 10s		•	14.95
e	German resolves bombardment removing EXPLOSION markers, or leaves them as interdiction	•		14.45 14.84
f	Mark German OP units spotting this phase 'NO MOVE' till Phase 11e	•		14.95
g	Bring back OP units eliminated in Phases 6-8 - OP units eliminated this phase return Phase 13j. 'NO SPOT' German OP units (Phase 8j) cleared for spotting	•	•	14.98 14.99 14.96

10 Soviet Movement Phase

	ACTION	G	S	RULES
a	Soviet Reinforcements/Replacements enter E Bank boxes. Mark IF units 'NO FIRE' till Phase 12m		•	21.2 14.11
b	Soviet wounded leaders return		•	18.42
c	Soviet identifies dismounted units		•	8.7
d	Soviet makes each breakthrough move...		•	8.5
e	German opportunity fire vs (d) above... (Firing units 'NO MOVE' in Phase 11e)	•		8.32 11.0
f	Soviet declares each breakthrough attack...		•	10.0
g	German defensive fire vs attackers...	•		9.5 10.3
h	Mark German OP units spotting this phase 'NO MOVE' till Phase 11e	•		14.95
j	Soviet resolves each breakthrough attack...		•	10.6
k	German may make instant counter attack vs "BREAKTHRU" hex...	•		10.8 12.0
l	Unpinned Soviet units may move full MP, into/from E Bank boxes, through BREAKTHRU markers, Check immobilisation of armoured units (Moving OP and all moving artillery units with MP of 12 or 15 marked 'NO SPOT'/'NO FIRE' respectively till Phase 12m)		•	8.03 8.42 8.43 8.44 9.101 10.7 16.33 14.11 14.96
m	German opportunity fire vs (l) above...(Firing units 'NO MOVE' till Phase 11e)	•		8.31 11.0
n	Soviet places ATTACK markers		•	9.02
p	Unpinned, not yet moved, Soviet units may use deployment movement...(Moving OP and all moving artillery units with MP of 12 or 15 marked 'NO SPOT'/'NO FIRE' respectively till Phase 12m)		•	8.2 9.101 14.96
q	German opportunity fire vs (p) above... (Firing units 'NO MOVE' till Phase 11e)	•		8.32 11.0
r	Change BREAKTHRU markers to SPENT		•	10.9
s	'NO MOVE' Soviet OP units (Phases 5f, 6h, 7n, 8f, 9d) and IF units (Phases 5d and 5e) cleared for movement in future phases		•	14.95 14.12
t	Soviet leaders and OP units may move 16 hexes or to any unit of their command (Moving OP units marked 'NO SPOT' till Phase 12m)		•	14.92 14.93 14.96 18.15
	<i>OP units eliminated this phase return Phase 13j</i>			14.98

11 German Reserves Movement Phase

a	German marks any dismounted units	•		8.7
b	Qualifying German units may move... (Moving OP/IF units marked 'NO SPOT'/'NO FIRE' respectively till Phase 12m)	•		8.31 14.11 14.96
c	Soviet opportunity fire vs (b) above...		•	11.0
d	German leaders and OP units may move 16 hexes or to any unit of their command (Moving OP units marked 'NO SPOT' till Phase 12m)	•		14.92 14.93 14.96 18.15
e	'NO MOVE' German OP units cleared for movement in future phases	•		14.95

12 Soviet Attack Phase

	For each attack...			
a	Soviet designates all units involved plus tactics ...		•	9.62 9.67 9.7
b	Qualifying German defenders may retreat...	•		9.4
c	Soviet opportunity fire vs units (b above)...		•	11.0
d	German defensive fire by units being attacked...	•		9.5
e	German defensive fire by units not being attacked...	•		9.601
f	Mark German OP units spotting this phase 'NO MOVE' till Phase 3r next turn	•		14.95
g	Qualifying designated units (a above) resolve attack...		•	9.66 9.67 9.7
h	Mark Soviet OP units spotting this phase 'NO MOVE' till Phase 14p		•	14.95
j	Possible Soviet advance after combat...(advancing OPs 'NO SPOT' till Phase 13j)		•	9.85 14.96
k	Possible German instant counter attack...	•		12.0
l	Possible German retreat after combat...	•		9.87 9.88
m	All artillery units with MP of 12 or 15 and OP units marked in 10m, 10p, 10t, 11b, 11d cleared for fire/spotting next phase	•	•	9.101 14.11 14.96
n	All EXPLOSION markers (including interdiction) removed	•	•	14.84
	<i>OP units eliminated this Phase return Phase 13j</i>			14.98 14.99

13 Sim-bomb Phase

	ACTION	G	S	RULES
a	Remove all PINNED markers unless beneath ATTACK markers	•	•	9.114
b	Remove ATTACK markers	•	•	9.114
c	Soviet places EXPLOSION markers	•	•	14.48
d	German places EXPLOSION markers	•	•	14.48
e	Soviet resolves bombardment removing EXPLOSION markers, or leaves them as interdiction	•	•	14.45 14.84,
f	Mark Soviet OP units spotting this phase 'NO MOVE' till Phase 14p	•	•	14.95
g	German resolves bombardment removing EXPLOSION markers, or leaves them as interdiction	•	•	14.45 14.84
h	Mark German OP units spotting this phase 'NO MOVE' till Phase 3r next turn	•	•	14.95
j	Bring back OP units eliminated in Phases 9-12 - OP units eliminated this phase return Phase 2h next turn. 'NO SPOT' Soviet OPs (12j) cleared for spotting	•	•	14.98 14.99

14 Soviet Exploit Movement Phase

a	Soviet identifies dismantled units	•	•	8.7
b	Soviet makes each breakthrough move...	•	•	8.5
c	German opportunity fire vs (b) above...	•	•	11.0
d	Soviet declares each breakthrough attack...	•	•	10.0
e	German defensive fire vs attackers...	•	•	9.5 10.3
f	Soviet resolves each breakthrough attack...	•	•	10.6
g	German may make instant counter attack vs "BREAKTHRU" hex...	•	•	10.8 12.0
h	Unpinned Soviet units may move half MP(FRU), including into/from but not between E Bank boxes, through BREAKTHRU markers, across the Volga. (Moving OP and all moving artillery units with MP of 12 or 15 marked 'NO SPOT'/NO FIRE respectively till Phase 15n)	•	•	8.01 8.41 8.44 8.63 9.101 10.7 14.11 14.96
j	German opportunity fire vs (h) above...	•	•	11.0
k	Soviet places ATTACK markers	•	•	9.02
l	Change BREAKTHRU markers to SPENT	•	•	10.9
m	Mark German OP units spotting this phase 'NO MOVE' till Phase 3r next turn	•	•	14.95
n	'NO MOVE' Soviet OP units (Phases 12h, 13e) cleared for movement	•	•	14.95
p	Soviet leaders and OP units may move 16 hexes or to any unit of their command (Moving OPs marked 'NO SPOT' till Phase 15n)	•	•	14.92 14.93 14.96 18.15
	<i>OP units eliminated this phase return Phase 2h next game turn</i>	•	•	14.98

15 Soviet Exploit Attack Phase

	For each attack...	•	•	
a	Soviet designates all units involved plus tactics	•	•	9.62 9.67 9.7
b	Possible Soviet infiltration attack...	•	•	13.0
c	Qualifying German defenders may retreat...	•	•	9.4
d	Soviet opportunity fire vs (b) above...	•	•	11.0
e	German defensive fire by units being attacked...	•	•	9.5
f	German defensive fire by units not being attacked...	•	•	9.601
g	Mark German OP units spotting this phase 'NO MOVE' till Phase 3r next turn	•	•	14.95
h	Qualifying designated (a - above) units resolve attack...	•	•	9.66 9.67 9.7
j	Mark Soviet OP units spotting this phase 'NO MOVE' till Phase 4e next turn	•	•	14.95
k	Possible Soviet advance after combat... (advancing OPs 'NO SPOT' till Phase 2h next turn)	•	•	9.85 14.96
l	Possible German instant counter attack...	•	•	12.0
m	Possible German retreat after combat...	•	•	9.87 9.88
n	All artillery units with MP of 12 or 15 OP units marked in 14j, 14l, cleared for fire/spotting in future phase s	•	•	9.101 14.11 14.96
p	All EXPLOSION markers (including interdiction) removed	•	•	14.84
q	Remove all PINNED, SPENT and ATTACK markers including PINNED markers in E Bank boxes	•	•	9.115
	<i>OP units eliminated this Phase return Phase 2h next turn</i>	•	•	14.98

Advance the Turn marker one space on the Turn Column and place the Phase marker on space 1 of the Sequence Chart, begin the next turn.